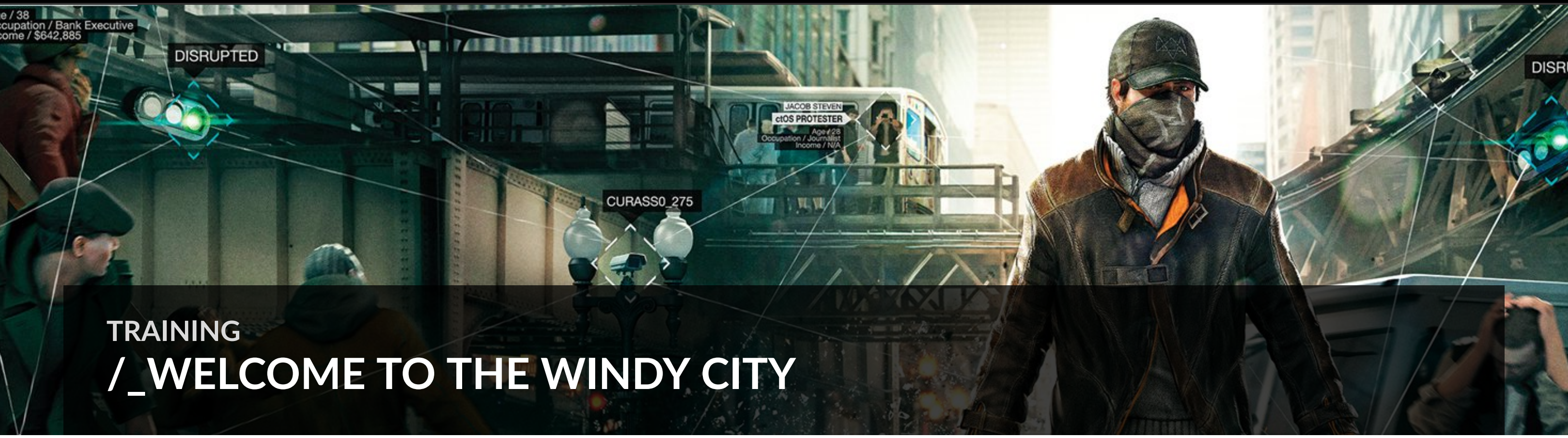

TRAINING

/_WELCOME TO THE WINDY CITY

Welcome to the official strategy guide to *Watch_Dogs*. This book offers multiple tactical advantages to all facets of your adventuring throughout Chicago's six districts. Aside from this overview training chapter, expect meticulous detail regarding strategies as you progress. In fact, the following information is presented in the order it is shown on your in-game Progression Wheel:

- **Main Missions**:Multiple tactics and maps for the entirety of the Acts, from I to V.
- **Side Missions**:Advice on crimes detected, convoys, Fixer contracts, and gang hideouts.
- **Investigations**:Strategies for each "collectible" investigation and all Exclusive content.
- **Collectibles**:Locations and information on everything you gather, from Audio Logs to SongSneaks.
- **Online Missions**:Tactical overviews of all six online modes, from Free Roam to the ctOS Mobile App.
- **Appendices**:A number of detailed charts are designed to help correlate all facets of this game.

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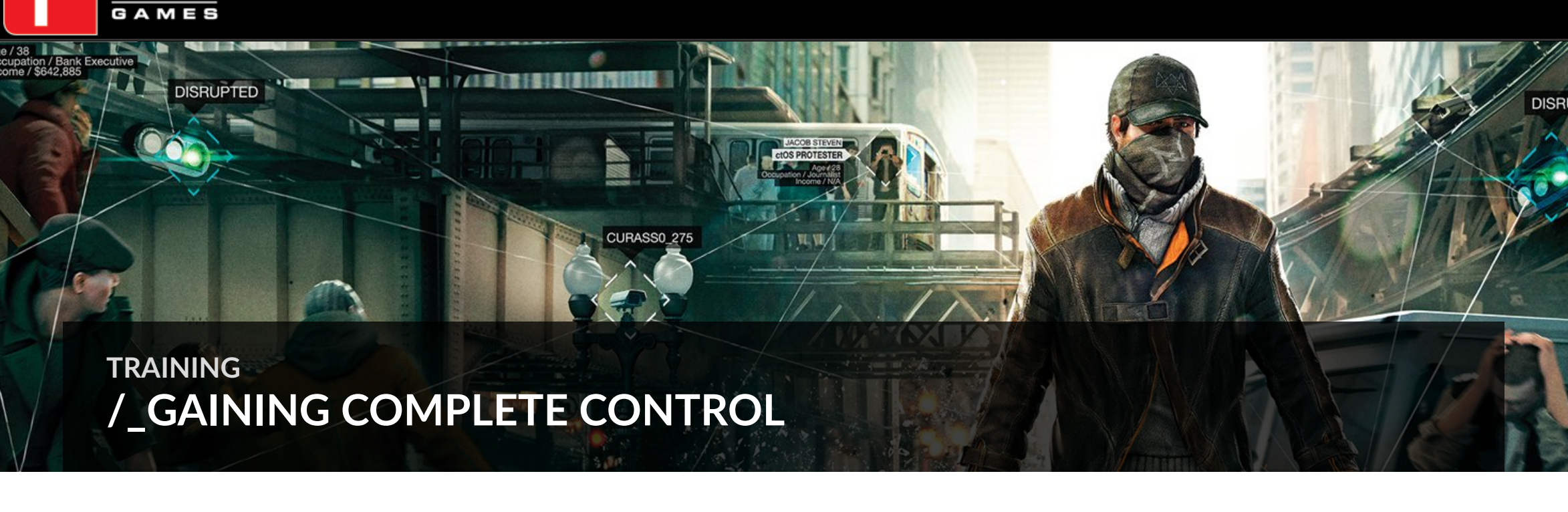

TRAINING

/_GAINING COMPLETE CONTROL

This section deals primarily with how to start your investigations on the streets of Chicago. You'll figure out basic techniques, understand the information on your screen, and learn the elements of mapping.

// 1. CONTROLS: ON FOOT

/// Move and Camera

Move: Follow the in-game prompts to learn the nuances of Aiden's movements. Walk, run, quickly reverse direction, or steer sharply as you navigate the city and engage in combat.

Camera: Use your camera functionality to examine the environment for hackable objects and cameras, enemies, and interactible items, which may be above your head or below your feet.

/// Smartphone: Profiling, Hacking, Hack Takedown

Profiler: Tap to bring out your smartphone and automatically access information about your surroundings. Profiling works while on foot, in a vehicle, and during combat, and allows you to:

Quickly hack into infrastructure (cameras, traffic lights, etc.)

Target any citizen and find out their personal information.

"Tag" or "mark" enemies during combat.

With the profiler off, you limit your knowledge of the environment around you (though you can still see hackable infrastructure).

Hack: Hold to hack citizens and infrastructure. This functionality is so important, it has its own section of training.

Hack Takedown: During a chase (usually in a vehicle), hackable infrastructure can be used to block or blow up enemies. Tap this button when prompted by a blue diamond and the word "Neutralize." You must purchase the appropriate skills to unlock this ability.

Tip

Some of the profiling functionality isn't available until you've hacked the ctOS control centers and towers of each district or unlocked particular infrastructure hacks in your Skill Tree.

Note

All this functionality works when you're in a vehicle, too, which is handy because you'll be hacking scenery to waylay enemies time and time again during your missions.

Tip

If you're moving at speed, use your Focus ability to slow time down, enabling you to more easily hack infrastructure to waylay enemies.

/// Entering/Exiting Vehicles

Entering and Exiting Vehicles: Cars, trucks, bikes, and boats can all be appropriated (forcing the citizen out if occupied). Before you have this skill, an alarm sounds when stealing parked cars, potentially alerting the public. Once the skill is acquired,you automatically disarm and swiftly enter the vehicle. Exiting a vehicle at speed will cause you to roll, fall, or suffer horrific damage depending on your speed and whether you're about to hit an obstacle.

/// Enter Cover and Cover Interactions

Entering Cover: Almost every wall, pillar, post, box, hedge, vehicle, and other bit of scenery can be used as cover—though some cover, such as wooden pallets, can break under explosive or rapid fire, and others, such as glass walls, obviously don't provide concealment from foes. Look for the onscreen prompt that signifies cover is available, and move from an upright to a crouched position.

Cover Interactions: When you're in cover, pan the camera around slowly to see additional cover opportunities, and tap the button to move to them. Remember, these can be above or below you as well, though you must have a clear path to reach the next cover spot. If you're near a corner, an onscreen prompt ("corner") allows you to move around the corner. If there's a small gap between cover opportunities, an onscreen prompt ("swap") allows you to move between them.

Tip

You don't need to be right up to a piece of cover to crouch by it; run and hit the Cover button multiple times until you can gauge the distance to where Aiden slides up to a cover spot and hides. Unless you're exposed to an enemy's gaze during this time, you're usually hidden. Practice these movements for a while before using them during a more dangerous mission.

/// Vault, Climb, Melee, (in Cover) Exit Cover

Vaulting and Climbing: Sometimes the most direct route to an area of interest involves maneuvering over obstacles, which is when your parkour (vault and climb) techniques come into play. Extremely helpful in almost every situation, and very easy to attempt, you simply run (or walk) at an obstacle while holding this button down.

Anything lower than thigh height is usually vaulted over, such as the hood of a car or a low planter.

Anything between thigh and waist height is stepped on, such as a stack of pallets.

Anything higher than waist height, to around 12 feet off the ground, is grabbed and climbed onto, such as a larger stacks of items, fences, low roof buildings, and many other pieces of scenery.

Continue to look for "steps" of scenic items allowing continuous vertical climbing, enabling you to reach higher rooftops where you sometimes can find more important collectibles or clues to a mission.

If you're swimming, use the Vault button to scramble from the water, up onto a jetty or pier.

Tip

Or, create your own steps: use the roof of a vehicle to climb onto a low roof.

Melee: When you're close to an enemy (but not an innocent citizen), tap this button and Aiden strikes the foe unconscious with his baton (or sometimes strangles them), and brings them down to the ground. This is a good alternative to shooting a foe, as it saves on ammunition and doesn't kill the enemy (though they are neutralized for the rest of the fight or mission), and some tasks require this attack style.

If you're attacking faction members (not the police) and you have a gun in your hand, the attack is an execution, which can fail a mission if the target you're seeking needs to be neutralized without death. So holster your weapon before approaching on these occasions.

Tip

If your foe is standing on the opposite side of scenery that you can vault over (e.g., a low fence or stack of pallets), you can vault at a foe and remove them with a silent kick to the throat instead of a melee strike. If your foe is standing below you, he is susceptible to a third type of melee strike: the fall. Simply drop onto his head, knocking him unconscious.

Exiting Cover: If you're in cover already, the only way to stop crouching and moving from cover spot to cover spot is to press this button

Tip

Remember to simply hold your Vault/Climb button down and steer up and over vertical obstacles.

Melee strikes are excellent for employing while in cover and a foe walks past you; you automatically step out, engage, then find cover again. This works almost as well during a firefight too; sometimes it's better to rush a foe firing at you, shrugging off his shots, and grab him.

/// Draw/Holster Weapon, Weapon Wheel Inventory

Draw/Holster Weapon: To draw the last weapon you chose (from the four available slots) in your Weapon Wheel, simply tap this shoulder button. Tap it again to holster the weapon. When your weapon is out, citizens look at you with increasing worry and anxiety, and the police are usually called. So it's recommended you holster your weapon until violence is necessary.

Weapon Wheel Inventory: Hold this shoulder button to access your Weapon Wheel, where you can access the guns you've found or bought and the projectiles or tools you've found, bought, or crafted. You can swiftly switch between guns and projectiles/tools and can craft projectiles/tools providing you have the correct components.

Guns: When you highlight a gun, its basic effectiveness and available ammunition is shown. If you have more than one gun of a particular type, you can select between them here as well.

Craftable Item: When you highlight a projectile or crafting tool, the center of the Weapon Wheel shows the components needed to craft it, but only if you've purchased the skill to craft such an item.

Tip

When you draw your weapon, the gun you used last will be carried; change it to another weapon using the Weapon Wheel (so you've prepped yourself for different styles of combat). Always reload all your weapons between combat bouts.

/// Aim and Throw Projectile, Use Tool

Aiming Projectiles, Throwing Projectiles: Select a projectile to ready it for use, ideally in the combat zone, though you can hurt innocents and police with it too. Hold down this shoulder button, and a throwing arc appears onscreen, along with the proposed impact spot of the item (instant-kill projectiles like grenades will then explode, and timed projectiles like some IEDs or the lure wait to be activated). Now tap the button to lob your chosen projectile at the place where you aimed.

Use Tool: Crafted items, or tools, that you don't physically throw, such as the ctOS scan, Blackouts, and Jam Coms, are activated by tapping this shoulder button, assuming you have them selected (you can see what you have on hand in the bottom-left corner of your screen).

Tip

Get into the habit of quickly accessing the Weapon Wheel, flipping to the projectile you want, and throwing it, all while on the move, in cover, or in combat.

/// Aim

Aim: With your gun drawn, you can quickly aim and fire by pointing at the target reticle in the center of your screen. You can aim before drawing your weapon, but this is slightly slower. You can fire from cover and access the Weapon Wheel while aiming, but you can't profile, move into cover, vault, or climb.

/// Sprint, Shoot

Sprint: Hold this trigger to sprint. Aiden doesn't tire while sprinting, but becomes a little more clumsy. Sprinting is also more noisy, so don't sprint if stealth is required.

Tip

If you are in the water, employ the sprint to swim quickly.

Shoot (When Aiming): The only time Aiden can't sprint is when he's aiming. The only time Aiden can shoot is when he's aiming. A simple trigger tap unloads a single shot for pistols, shotguns, semi-automatics, and sniper rifles. Hold the trigger when using fully automatic assault rifles and machine guns to rattle off an entire clip. You can shoot anybody at any time, if you're prepared for the consequences to your Reputation.

/// Reload

Reload: Press your thumbstick to reload a drawn weapon. Always reload after combat so you're prepared for your next fight, and keep in mind that some weapons (like shotguns) take time to reload.

/// Focus

Focus: This special ability, which is further augmented with certain skills, meds, and drinks, allows him to slow time down. While on foot, this can be used to:

Accurately hit a particularly difficult foe in a specific part of their body.

Shoot while making a difficult move.

Shoot at a target behaving erratically.

Hack or shoot an object only accessible for a moment, such as a junction box near a fleeing foe or blockers during a car chase.

To start with, you have about four seconds of Focus time before you run out. You'll gain an additional 1.5 seconds of Focus each time you upgrade. Replenish with a drink at a coffee shop, bar, newsstand, or restaurant. Such drinks also add to your Focus, giving you another three seconds of time.

Tip

Practice using this ability, as it can save your skin often: How else are you going to pan around, shooting four incoming enemies in the head from different angles, before they have a chance to fire on you?

Also remember that you can use Focus while driving too—hack infrastructure and accurately scrape between oncoming traffic or down narrow alleys.

It takes quite a while to replenish your Focus (especially without skills), so carry Focus Boost Pills (craftable, or available from Tobias's illegal shop) with you at all times!

/// Map

Map: Though you have a minimap in the bottom-right corner of your screen, there's nothing like planning a mission or checking your neighborhood by using your smartphone's map functionality. As you uncover ctOS control centers and towers, more sections of the map become visible. Access the map to:

Add or remove a waypoint, which plots a GPS route via roads (not rail lines or shortcuts) to a destination.

Zoom in and out, and navigate around the map.

Activate the grid view, which shows the data flow throughout the six districts and is used to access online contracts.

/// Smartphone, Waypoint Shortcut

Smartphone: This is one of the most important menus you'll access, and it allows you to pick any of your smartphone's functions from the App Menu.

Waypoint Shortcut: When you need to reach a location that's in a different district or is far from your current location, you can pull up your world map, select the waypoint, and watch your smartphone's GPS draw a route to it. Or, you can use this function and instantly have the route available on your minimap without accessing the world map.

// 2. CONTROLS: IN A VEHICLE

Note

The following controls have different functionality when you are driving a vehicle. Any control function not listed below (such as "smartphone") functions in exactly the same way whether you're on foot or driving.

/// Steer

Steer: This doesn't allow quite the same amount of flexibility as darting from left to right on foot, and the tightness of your turning circle depends on the vehicle, speed, and use of accelerator, brake, or handbrake when making a corner. Consult the vehicle charts later in this chapter to see the differences in the swiftness and sharpness of cornering using different vehicles.

/// Camera

Camera: You can pan around your vehicle, but the camera usually pivots automatically to a view behind you. Use the camera to check side roads and the street behind you for enemies, or to check areas of interest (like hackable scenery or waypoints). It's also most helpful to pitch the camera up if you're heading downhill, so the camera doesn't block your view and you avoid crashing into vehicles you can't see.

/// Exit Vehicle

Exit Vehicle: Remember that you don't need to be stationary to leave a vehicle; you can jump out at great speed or to prevent an imminent death. You suffer damage from a medium speed exit or higher.

/// Look Back

Look Back: Although your controls are seemingly reversed if you're looking from the hood of your vehicle back at the road behind you, quick glances using this button are extremely helpful; they are instant (unlike manually moving the camera around) and enable you to see foes chasing you and the distance they are behind you. You can still set up traps using hackable infrastructure (such as steam pipes or blockers) in this view too.

/// Handbrake

Handbrake: Also known as the e-brake, this is used when cornering, if you don't want to slow down by braking normally. You will skid out slightly (your back end skids out more ferociously than if you take a corner by simply braking). Every vehicle is different, and the speed at which you turn and e-brake also affects where you end up, as does the quality of road underneath (expect to skid wildly if you're on grass); the weather conditions do not affect your stability. Practice using the vehicles you drive most often, but once you're adept, you can try all manner of advanced maneuvers, like J-turns, donuts, and precision cornering without hitting anything!

Tip

Remember to Focus when you're attempting particular deranged maneuvers, like scooting between parallel cars or drifting into an alley at top speed.

/// Brake, Reverse

If you're being chased or need to make up time in a driving mission, it's usually better to use the handbrake. But if you're worried about hitting pedestrians, need to come to a complete stop, don't know the area, or want to ensure accuracy as you reach a narrow or enclosed area, tap on the brakes.

Reverse: Keep your finger held down on this trigger, and after your vehicle stops, it begins to reverse. Don't wait for the camera to drift to a new position; use the Look Back button so you can instantly see what's behind you. Use reverse to get out of a dead end or other tight spot, or if you overshoot a side street or alley you desperately want to reach. It's also used (usually in bigger trucks) to ram vehicles following you, if there's an advantage in doing so.

/// Accelerate

Accelerate: Accelerating causes you to turn less sharply if you have your pedal to the floor, compared to releasing the gas when taking a corner. Braking overrides acceleration, so you can technically keep accelerating, brake at a corner without letting go of the gas, release the brake, and start accelerating again without missing any "acceleration time." A vehicle's top speed and acceleration rates vary wildly depending on whether your vehicle is built for speed or for hauling small children to school, so check the charts for more information.

Braking

The brake supersedes the accelerator, so you can keep your foot on the gas, then tap the brake to minimize slow-down in a corner, if handbraking isn't your style. Feathering the brake while accelerating strongly and rapidly turning results in donuts.

The reverse is used in a J-turn, which involves reversing at speed, turning tightly while handbraking, and then accelerating strongly in the direction you want to go; usually 90 or 180 degrees from the direction you started in. Try it!

Here's a challenge for you: Can you take a vehicle, accelerate to top speed, then handbrake left or right into the side of a main street and park between the white line and sidewalk without hitting anything? Practicing this helps you during fraught driving conditions.

If you're driving at speed, lane discipline is ignored: In two-lane roads, stay in the middle (as there's less chance of hitting a car heading the same way). In four-lane roads, stay in the middle of the road itself or between the oncoming traffic; you can usually squeeze through. Bikes are particularly adept at this.

Generally, it's usually better to ease off the accelerator before making quick adjustment turns at high speed; attempt this with the accelerator down and you're more likely to lose control.

/// Switch Driving Camera

Switch: Don't overlook this useful and wildly entertaining camera function! There are four camera angles you can cycle through, each with their own strengths and weaknesses:

Default View: This is the normal view and offers excellent vision for the most part. The only time it becomes a problem is when you're heading downhill, as your vehicle can obscure cars directly in front of you (so move the camera manually or drive in the middle of the road to avoid an accident).

Long View: This has all of the advantages of the Default View camera but is pulled out farther, increasing your viewing distance all around. It's less helpful in narrow spaces (as the camera reverts to normal), and you don't have the visceral feeling of other views, but you can see other cars no matter where you're driving.

Bumper Cam: This is great if you prefer this view in your driving races, and you seemingly have a quicker time reacting to obstacles in front of you, simply because you can see everything directly ahead. However, your peripheral vision suffers terribly, and you can't see warning icons or check to the sides at all.

First-Person View: This is the least recommended but arguably the most entertaining, placing you just behind Aiden, within the vehicle. Unless you use the Look Back button, you're just as closed off from flanking foes or those behind you as the Hood Cam, but the vehicle's interior prevents you from seeing more road. Police chases and crazy turns are even more thrilling, though, and when your engine starts to smoke, you're almost driving blind!

/// Focus

Focus: This works in the same way as when you're on foot. But Focus while driving has a number of helpful uses:

Attempt to drive into a very tight space without grinding against a wall (or sending a pedestrian flying).

Line yourself up to squeeze between two oncoming vehicles.

Most importantly, gain extra seconds locating a hackable steam pipe, blocker, or explosive bit of ctOS-controlled scenery, and hacking it instead of passing by too quickly to react to it.

/// Skip Song, Stop Playlist

Skipping Songs and Stopping Playlist: The Media App plays a variety of songs as you drive, as does the radio of any vehicle (except a bike). If you don't want to listen to a track, simply skip or turn it off.

Tip

Check the more advanced driving tactics later in this training.

// 3. ONSCREEN INFORMATION

/// Heads-Up Display

Aiden Pearce: The protagonist. When aiming a weapon, the camera zooms closer to you.

Reticle: Using a smartphone, target citizens, objects, or scenery to hack, and enemies to shoot. The reticle turns red when an enemy is lined up in your sights. The reticle has a small red bloom effect if you're shooting foes out of your weapon's range. The reticle changes shape when you're armed with certain weapons, such as a shotgun.

Objective Indicator: This appears intermittently to help guide your progress. The objective is more permanently displayed on your world map.

Hints and Tutorials: Periodically, advice appears on this side of the screen, letting you know how to interact with something new, including if a new mission, investigation, item, or criminal activity is occurring.

Smartphone Notifications: Whenever you receive an incoming call, hack the phone of a citizen, or have other PDA information, it is displayed here.

Minimap: This shows your immediate area and locations of interest. Waypoints and objectives floating off the map are away from your local location.

Items and Rewards: If you've received a reward (for finding an item or completing a mission), it is displayed here and then added to your Progression Tech Tree.

Equipment and Tools: When unarmed, only the battery of your smartphone is shown. But your weapon and the tool (projectile or single-use electronic countermeasure) are also visible when accessed.

Focus Meter: When Focus is accessed, this meter shows a series of linked squares. Each square counts as a second of time when you can slow everything down to perform an expert maneuver or shot. Visit certain businesses to add to this meter (the latter three squares).

Profiler: Switch this on to learn more about the general public, mark and tag enemies, and find out information on areas you're investigating.

Heat Level: This shows your current status regarding the police; red is an active pursuit, yellow is a search, and white is an escape. The severity of your trouble is shown by the number of squares (from one to five).

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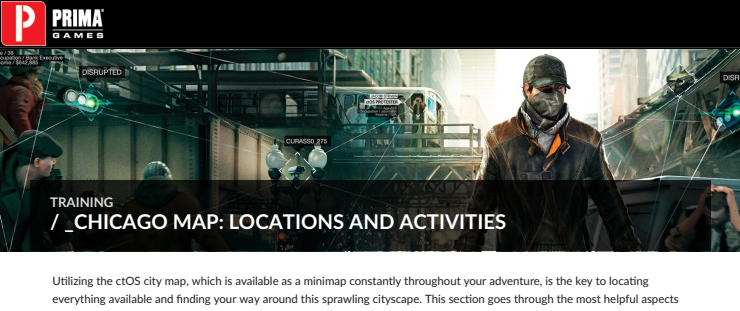

TRAINING

/ _CHICAGO MAP: LOCATIONS AND ACTIVITIES

Utilizing the ctOS city map, which is available as a minimap constantly throughout your adventure, is the key to locating everything available and finding your way around this sprawling cityscape. This section goes through the most helpful aspects of the map and how to quickly reveal all of it.

Note

For a complete and unlocked version of the map, consult our guide map. For online activities across Chicago, consult the Multiplayer section.

// 4. CITY MAP AND ctOS GRID

The city map of Chicago has two distinct looks. For example, in the Wards (one of the six districts of Chicago), where you begin your missions, you'll see the following information on your map at the start of your adventure:

/// Topographical View (Initial)

This map shows the layout of the streets, freeways, rail lines, rivers, some alleys, and the general shape of every building. It becomes increasingly helpful as you progress. For now, this map shows the following:

Player Arrow: This shows your location and the direction you're facing.

Businesses: Check out gun shops, pawnshops, restaurants, and other businesses (see later in the training for more information on these locations).

L-Train Stations: These offer travel around the city and can be hacked.

Initial Hideout: The Owl Motel, in Parker Square, is flagged too. But this is the only hideout you can uncover.

City Games:Other activities, such as drinking games, augmented reality games, and digital trips, are also shown.

GPS Route:A blue arrow line can be plotted to any destination you wish. Roads are used, rather than alleys, rail lines, off-road paths, and other shortcuts. If you see a route in yellow, this is usually an enemy or mandatory route to follow and intercept.

Tip

You want to be able to reveal as much information as possible: It's time to hack this map, which occurs as soon as you want it to!

/// Zoom Views

This shows the map fully zoomed out and fully zoomed in. The more you zoom in, the easier it is to see the connecting roads, so you can plot the quickest ways to particular locations, independent of your GPS function.

Tip

Zooming into the map is more important than you might think, as certain icons (such as city hotspots) may not appear when you're zoomed out.

/// Topographical View (District Connectivity)

This map shows the same area of the Wards, but once you infiltrate the ctOS control center and hack the server, Aiden can access more of the district's connectivity.

City Hotspots: You are now able to see all of the district's city hotspots, landmarks you can visit with your friends.

Criminal Activity: Blue triangles with a circular area around it indicates a crime may be about to take place.

Contracts: As you're a free agent, intimidation, driver, or convoy contracts may become available.

These two sets of missions also appear (randomly).

Note

In addition, infrastructure hacks, profiling citizens, and accessing other ctOS services (like hacking trains) is now available. Note that some hacks may require you to purchase an appropriate skill too.

/// Topographical View (ctOS Tower)

This map shows the same area of the Wards, but once you hack both of this district's ctOS towers, you have additional information and more connectivity:

Hideouts: Your safe house, where you can lose heat, sleep, save, grab weapons from your armory, and change outfits.

Collectibles:Critical items and other locations of interest that contain items are shown, including all items for side investigations and privacy invasions.

Note

Obviously, only missions located (or starting) in a district you're connected to will be available to you.

ctOS control centers become accessible during the main missions. ctOS towers are accessible once ctOS control centers are unlocked; each district (except for Pawnee) has two or more to activate.

// 5. MINIMAP

Your minimap, which takes up the bottom-right corner of your screen, is exceptionally useful. It shows the same information as your world map but in the local area you're moving in. As you unlock more elements of the world map, they appear on the minimap too. Also important are the numerous icons that appear on your map:

A yellow pentagon indicates a waypoint where an objective must be met or where a main mission starts.

A red and blue diamond, indicating a police vehicle.

A red and blue dot with an arrow, indicating a police officer and the direction they are looking in.

A red dot with an arrow, indicating an enemy and the direction they are looking in.

A red helicopter, indicating a police or faction helicopter, usually with a marksman on it.

A red and blue rectangle, indicating a police barricade with possible spike trap.

A red and black diamond, indicating a faction vehicle.

A black circle with "N," indicating north; this is very handy, as the guide refers to compass directions.

Yellow scanning circles, used by the police during their search for you.

Large white circle edges, showing the perimeter of a search area during an escape.

Red-colored sections of town, showing the area of a mission you need to reach.

Note

Faded icons on your map are enemies or vehicles higher or lower than your location. Other map icons are flagged in the Collectible and Mission sections of this chapter.

// 6. LOCATIONS OF INTEREST: COLLECTIBLES /// INVESTIGATIONS

There are a variety of items, businesses, and mission types to find. The first of these are investigation collectibles—groups of items or information to gather.

Collectibles

Icon	Type	#	Description
	Buyers	10	Find and hack the phone of a human trafficker in the first part of the Investigation: Briefcases.
	Briefcases	10	Information from each human trafficker leads to a related briefcase in the second part of the Investigation: Briefcases.
	Burner Phones	7	Locate these burner phones left by Maurice Vega in the Investigation: Burner Phones.
	Missing Persons	6	Solve the mystery by finding corpses that have been dumped across the city in Investigation: Missing Persons.
	QR Codes	16	The infamous hacker Giggles has left his calling card throughout Chicago: QR codes to scan and decipher as part of Investigation: QR Codes.
	Weapons Crates	9	Find shipping crates throughout the six districts, opening them to discover weapon caches as part of Investigation: Weapons Trade.
	Hard Drives	10	Locate black market hard drives related to Danny SoSueMe, a rich hacker, in Exclusive Contract: The Palace.

// 7. LOCATIONS OF INTEREST: BUSINESSES

There are many different businesses across Chicago's six districts, and each has a variety of items to purchase (or shopkeepers to steal from). When you wish to take a break between missions, want to tool up with some weaponry or crafted items, score a swanky new outfit, or even play a game of slots, chess, or a drinking game, head to the businesses listed below.

//// Threatening Business Owners

Instead of purchasing something at a particular business, you can simply wave a gun in front of the shopkeeper's face. They usually cooperate, allowing you to steal money from the cash register. The police are then often called if you stick around (or shoot the person). As the cash you grab isn't that much (compared to hacking an ATM, for example), only attempt this at locations you don't wish to frequent.

Note

In the following lists, many businesses have "Wi-Fi Speakers" listed, as you can change the music track to one you like by hacking the speaker, or use SongSneak to take the song and add it to your collection.

Caution

Do your buying quickly, as your (infamous or low) Reputation soon becomes a problem if a news report showing you as a suspect appears on the screen behind some shopkeepers. Quickly finish your transaction, or you may be refused service and the police alerted.

// BUSINESS /// Clothing Stores

Number AVAILABLE: 4

There are two clothing store companies serving the six districts: Techture Patch (offering affordable outfits) and Walker & South Clothing (for the more discerning buyer). Head in here to purchase (or redeem) a variety of cool threads. You can also change outfits here. Any purchased outfits become available at your hideout, the Owl Motel, and the Bunker afterward (in the Wardrobe).

Clothing Store Company	District Location	Wi-Fi Speaker?
Techture Patch	Parker Square	Yes
Techture Patch	The Wards	Yes
Walker & South Clothing	The Loop	Yes
Walker & South Clothing	Mad Mile	Yes

//// Character Customization

There are a variety of outfits you can wear, with any clothing store offering the same type of clothing. "Faction" and "Special" outfits are only available as a certain type of bonus.

Outfit Style	Outfit Name	Cost	Notes
Original	Vigilante	Free	Equipped
Digital Trips	Alone	Free	After accessing Digital Trip: Alone
Digital Trips	Conspiracy!	Free	After accessing Digital Trip: Conspiracy!
Digital Trips	Madness	Free	After accessing Digital Trip: Madness
Digital Trips	Psychedelic	Free	After accessing Digital Trip: Psychedelic
Digital Trips	Spider-Tank	Free	After accessing Digital Trip: Spider-Tank
Faction	Viceroy Outfit	Free	Available as part of Signature Shot Pack
Faction	DedSec Outfit	Free	Available as part of DedSec Shadow Pack
Faction	Blume Agent Outfit	Free	Available as part of Blume Agent Pack
Faction	Chicago South Club Outfit	Free	Available as part of Club Justice Pack
Special	1920s Mobster Outfit	Free	Available as part of Untouchables Pack
Special	Cyberpunk Outfit	Free	Available as part of Cyberpunk Pack
Special	White Hot Hacker Outfit	Free	Available as part of Exclusive Missions
Tier I	Adversary	$500	--
Tier I	Bandit	$500	--
Tier I	Blindside	$500	--
Tier I	Bloodstain	$500	--
Tier I	Blue Tips	$500	--
Tier I	Enlisted	$500	--
Tier I	Firebrand	$500	--
Tier I	Low Road	$500	--
Tier I	Orange Burn	$500	--
Tier I	Shadow	$500	--
Tier I	Smoked	$500	--
Tier I	Vagabond	$500	--
Tier I	Vamp	$500	--
Tier I	Wheelman	$500	--
Tier II	Anarchist	$1,000	--
Tier II	Cutthroat	$1,000	--
Tier II	Highwayman	$1,000	--
Tier II	Laundry Day	$1,000	--
Tier II	Light Leather	$1,000	--
Tier II	Marauder	$1,000	--
Tier II	Nomad	$1,000	--
Tier II	Real Teal	$1,000	--
Tier II	Reptile	$1,000	--
Tier II	Road Hazard	$1,000	--
Tier II	Road Work	$1,000	--
Tier II	Rogue	$1,000	--
Tier II	Sea Streak	$1,000	--
Tier II	Seaspray	$1,000	--
Tier II	Stalker	$1,000	--
Tier II	Streetwise	$1,000	--
Tier II	Tortoise	$1,000	--
Tier III	Concrete	$2,000	--
Tier III	Elements	$2,000	--
Tier III	Green Screen	$2,000	--
Tier III	Infiltrator	$2,000	--
Tier III	Malcontent	$2,000	--
Tier III	Road Rebel	$2,000	--
Tier III	Rustic	$2,000	--
Tier III	Saboteur	$2,000	--
Tier III	Steelwork	$2,000	--
Tier III	Wayfarer	$2,000	--
Tier III	Whiteout	$2,000	--
Tier III	Winter Camo	$2,000	--
Tier IV	Deep Blue	$5,000	--
Tier IV	Gecko	$5,000	--
Tier IV	Nemesis	$5,000	--
Tier IV	Street Soldier	$5,000	--
Tier IV	Urban Chemistry	$5,000	--

// BUSINESS /// Bars

Number AVAILABLE: 6

Visit these locations (one per district) and purchase a beer; this provides a temporary boost to your Focus duration. Your Focus Meter adds three more seconds when you drink. Multiple drinks don't have any additional effect. Certain bars also have two types of City Games to play here, too. Beer then becomes available at your hideout to purchase.

/// Bars: Pawnee //// Jedediah's Bar

Shop / Beer Bottle ($7)

City Game / Drinking Game

Wi-Fi Speakers

/// Bars: Parker Square //// Sway San Bar

Shop / Beer Bottle ($7)

City Game / SLOT MACHINE

Wi-Fi Speakers

/// Bars: The Wards //// The Unicorn & Dragon Pub

Shop / Beer Bottle ($7)

City Game / DRINKING GAME

Wi-Fi Speakers

/// Bars: Brandon Docks //// Brewsed Up

Shop / Beer Bottle ($7)

City Game / SLOTS: MULTI LINE

Wi-Fi Speakers

/// Bars: The Loop //// Miller's Rail

Shop / Beer Bottle ($7)

City Game / DRINKING GAME

Wi-Fi Speakers

/// Bars: The Wards //// The Iron Claw

Shop / Beer Bottle ($7)

City Game / SLOTS: NUDGES AND HOLDS

Wi-Fi Speakers

// BUSINESS /// Coffee Shops and Restaurants

Coffee Shops AVAILABLE: 8

Locate these Brewed Delight coffee shops (one or two per district, except for Pawnee) and head inside to purchase a coffee for $3; this provides a temporary boost to your Focus duration (adding four more seconds when you drink). Multiple drinks have no further effect. Certain coffee shops provide various chess games to play too. Coffee then becomes available at your hideout for purchase.

Restaurants AVAILABLE: 6

If you're after a refreshing soda drink that boosts your Focus duration (adding four more seconds when you drink one), then head to Quinkie's; they have stores all throughout town! Head inside and snag yourself a cool beverage! Multiple drinks have no further effect, and soda drinks become available for purchase at your hideout afterward.

Company	District Location	Drink Price	Wi-Fi Speaker?	City Game
Brewed Delight	Parker Square	$3	Yes	Chess (Path Puzzles)
Quinkie's	Parker Square	$2	Yes	None
Brewed Delight	The Wards	$3	Yes	Chess (Full Game)
Quinkie's	The Wards	$2	Yes	None
Brewed Delight	Brandon Docks	$3	Yes	Chess (Capture Puzzles)
Quinkie's	Brandon Docks	$2	Yes	None
Brewed Delight	The Loop (Southeast)	$3	Yes	Chess (End Game Puzzles)
Brewed Delight	The Loop (Northwest)	$3	Yes	Chess (Path Puzzles)
Quinkie's	The Loop (South)	$2	Yes	None
Quinkie's	The Loop (North)	$2	Yes	None
Brewed Delight	The Loop (Central)	$3	Yes	Chess (Survival Puzzles)
Brewed Delight	Mad Mile (South)	$3	Yes	None
Brewed Delight	Mad Mile (Northwest)	$3	Yes	Chess (End Game Puzzles)
Quinkie's	Mad Mile	$2	Yes	None

// BUSINESS /// Gun Shops

Number AVAILABLE: 6

Be certain you visit these gun shops (one per district), which sell ammunition for your weapons, as well as new and improved pistols, assault rifles, SMGs, shotguns, sniper rifles, and grenade launchers. Once you've purchased a weapon, it becomes available in your Weapon Wheel. Note that more advanced weapons become available once certain elements of your Progression Tree have been completed. All gun shops have Wi-Fi Speakers.

Tip

Gather weapons from the corpses of downed enemies, and attempt side missions to find weapons you'd normally only see during later main missions.

Pawnee //// Pawnee Arrowhead Arsenal

Parker Square //// Long Mile Hunting Supplies

The Wards //// Defus Tru Hunting Supplies

/// Gun Shops: Brandon Docks //// Ten One Guns

/// Gun Shops: The Loop //// DB and R Weaponsmiths

/// Gun Shops: Mad Mile //// Quid Pro Quo Guns

// BUSINESS /// Pawnshops

Number AVAILABLE: 4

Visit any pawnshop to purchase components you use to craft tools (projectiles and electronic countermeasures). If you have anything of value (e.g., items of interest you've picked up), you can sell them in the following locations too. Remember your Weapon Wheel (aka Inventory Wheel) is where you craft your tools. Components and Wi-Fi Speakers are available at each Pawn Shop.

Pawnee //// Good Goods Pawnshop

Parker Square //// Papa B's Pawn

The Wards //// Pawned Off

The Loop //// Last Penny Pawn

Chemical Component

Type: Component

$100

Unstable Chemical Component

Type: Component

$250

Electronic Parts

Type: Part

$50

// BUSINESS /// Pharmacies

Number AVAILABLE: 6

Locate the Pharmingtons pharmacy in your district and head inside to obtain meds, which are drugs that you use to craft your own Focus Boost Pills at your Inventory Wheel. The meds become available at your hideout for purchase, once you buy them from a pharmacy.

Meds

$100 ea.

District Location	Meds Price	Wi-Fi Speaker?
Pawnee	$200	Yes
Parker Square	$200	No
Brandon Docks	$200	No
The Loop	$200	No
Mad Mile	$200	No

// BUSINESS /// Newsstands

Number AVAILABLE: Numerous

Shop / Energy DRINK ($4)

Wi-Fi Speakers

Another business available throughout many of the districts are newsstands. These are convenient because they appear so frequently, but they don't show up on your map. If you're after a revitalizing energy drink that boosts your Focus duration (adding four more seconds when you drink one), then head to any newsstand. Multiple drinks have no further effect, and energy drinks become available for purchase at your hideout afterward.

// BUSINESS /// Tobias's Shop

Number AVAILABLE: 1

Providing you've already interacted with Tobias and completed the mission concerning him (Main Mission Act II / 4: One Foot in the Grave), you can visit him at his new location, in the homeless town under the freeway, close to the swing bridge leading to the Bunker in the southwest part of the Loop. He has every type of crafted item for sale, so you don't have to make it yourself. Once you purchase any of these, you can obtain them at your hideout armory.

/// The Loop //// Illegal Arms Dealer

Shop / CRAFTED ITEMS

Lure

$50 ea.

Type (Main): Crafted Item

Type (Sub): Projectile

Maximum Carried: 20

Frag Grenade

$100 ea.

Type (Main): Crafted Item

Type (Sub): Projectile

Maximum Carried: 4/5/8

IED

$300 ea.

Type (Main): Crafted Item

Type (Sub): Projectile

Maximum Carried: 4/5/8

Proximity IED

$300 ea.

Type (Main): Crafted Item

Type (Sub): Projectile

Maximum Carried: 4/5/8

Focus Boost Plus

$400 ea.

Type (Main): Crafted Item

Type (Sub): Tool

Maximum Carried: 5

ctOS Scan

$500 ea.

Type (Main): Crafted Item

Type (Sub): Tool

Maximum Carried: 5

Jam Coms

$500 ea.

Type (Main): Crafted Item

Type (Sub): Tool

Maximum Carried: 5

Blackout

$2,000 ea.

Type (Main): Crafted Item

Type (Sub): Tool

Maximum Carried: 4

Tip

Most of the components for craftable items are plentiful, except for system keys (which, outside of mission pick-ups, are randomly hacked from citizens). Therefore, if you're in a rush and need a crafted item that uses a system key in its construction (such as the Blackout), head here to purchase it.

Video is restricted

// 8. LOCATIONS OF INTEREST /// Main MISSIONS

The areas of interest on your world and minimap continues, with a number of main missions of the campaign for you to try. All are mandatory, such as the main missions, but can be completed at your own pace.

// MISSION /// Main Missions Act I

Number of Missions AVAILABLE: 9

- Reward: Start Mission Act I / 5: Open Your World—2nd Tier of Upgrades (Skills)
- Reward: Play through Act I: Family Man (Achievement)

Aiden Pearce's life takes a turn for the worse, as his past catches up to him.

// MISSION /// Main Missions Act II

Number of Missions AVAILABLE: 15

- Reward: Complete Mission Act II / 11: Stare into the Abyss—Luciano (Vehicle)
- Reward: Play through Act II: Who is Raymond Kenney? (Achievement)

Pearce and Clara begin their search to find an old ctOS test site and to infiltrate the Viceroy base of operations.

// MISSION /// Main Missions Act III

Number of Missions AVAILABLE: 6

- Reward: Play through Act III: One Down, One to Go (Achievement)

The remote settlement of Pawnee is the setting as Pearce contacts a hacker living off the grid.

// MISSION /// Main Missions Act IV

Number of Missions AVAILABLE: 8

- Reward: Complete Mission Act IV / 4: The Default Condition—Rosewood (Vehicle)
- Reward: Complete Mission Act IV / 7: NO TURNING BACK—Gambino (Vehicle)
- Reward: Play through Act IV: Vengeance (Achievement)

The culmination of numerous investigations, where both friends and foes pay the ultimate price for their knowledge.

// MISSION /// Main Missions Act V

Number of Missions AVAILABLE: 1 (+1)

- Reward: Play through Act IV: Log Off (Achievement)

Sometimes, you still lose. Just ask Maurice Vega.

// 9. LOCATIONS OF INTEREST: Side Missions

Continue your main missions until you receive a phone call from a mysterious source who is interested in hiring a man with your particular skill set for some freelance work. Or, you may uncover a crime about to occur, and the request to intercede. You can obtain all these side missions by hacking Chicago citizens. These missions occur randomly, but some unlock at a particular moment during your main mission adventuring.

// SIDE MISSIONS /// Crimes Detected

Number AVAILABLE: Infinite

How to Unlock: Complete Act I / 1: (Interlude) They CAn't Hide

- Reward: Catch 1 Criminal through the crime detection system—Quick switch (Skill now available)
- Reward: Catch 10 CriminalS through the crime detection system—Chrome (Weapon)
- Reward: Catch 20 CriminalS through the crime detection system—Enforcer (Achievement)

Wait until you receive news of possible criminal activity, or hack a particular citizen, and then apprehend the criminal after catching him in the act.

// SIDE MISSIONS /// Criminal Convoys

Number of CONTRACTS AVAILABLE: 18

How to Unlock: CONTINUE TO COMPLETE MAIN MISSIONS OR PROFILE CITIZENS WITH INFORMATION.

- Reward: Complete 1 Criminal Convoy—Critical Focus (Skill now available)
- Reward: Complete 10 Criminal Convoys—Destroyer (Weapon)
- Reward: Complete ALL 18 Criminal ConvoyS—Road Rage (Achievement)

One or two convoys of enemies are setting out for a specific location; you will be instructed to either takedown (non-lethal) or terminate the target before the convoy reaches its destination.

// SIDE MISSIONS /// Fixer Contracts

Number of CONTRACTS AVAILABLE: 46 (+ 3)

How to Unlock: CONTINUE TO COMPLETE MAIN MISSIONS OR PROFILE CITIZENS WITH INFORMATION.

- Reward: Complete 1 Fixer Contract—Zusume R (Vehicle)
- Reward: Complete 5 Fixer ContractS—Offensive Driver (Skill now Available)
- Reward: Complete 20 Fixer ContractS—Boxberg LE (Vehicle)
- Reward: Complete 40 Fixer ContractS—End of Line (Achievement)

There are four types of Fixer Contracts: Decoy (11), where you keep the police at bay by driving through checkpoints; Getaway (11), where you find a stolen vehicle, escape pursuers, and find a drop-off point; Interception (14), where you must locate a target and run them off the road and (sometimes) retrieve data; and Transporter (10), where you drive vehicles to a drop-off point without incurring significant damage. There are also three exclusive missions that can add to this total.

// SIDE MISSIONS /// Gang Hideouts

Number of CONTRACTS AVAILABLE: 15

How to Unlock: CONTINUE TO COMPLETE MAIN MISSIONS OR PROFILE CITIZENS WITH INFORMATION.

- Reward: Complete 1 Gang Hideout—AK-47 (Weapon)
- Reward: Complete 5 Gang HideoutS—Rapid Reload (Skill Now Available)
- Reward: Complete 10 Gang HideoutS—Spec Ops SMG-11 (Weapon)
- Reward: Complete ALL 15 Gang HideoutS—Basest Base (Achievement)

A single, important enemy requires roughing up. You must infiltrate his base or lair, kill or avoid his guards or henchmen, and then dispatch him with a nonlethal melee strike.

// 10. LOCATIONS /// INVESTIGATIONS

These can occur concurrently as the main missions take place. They all involve the gathering of specific items. The final mission after items are gathered must be concluded after a particular main mission is over. You may start collecting the items listed at any time, but the final part of the mission can only start once all items are collected and you complete a particular main mission:

// INVESTIGATION /// Burner Phones

Number of COLLECTIBLES AVAILABLE: 7

How to Unlock concluding mission: Complete Act II / 5: A Blank Spot There-ISH, Collect all items

- Reward: Collect 7 Burner Phones: Vespid LE (Vehicle)
- Reward: Collect 7 BUrner Phones, Complete final mission in Burner Phones Investigation: Sanity Check (Achievement)

Find Maurice Vega's burner phones to unlock a side mission dealing with this deranged individual.

// INVESTIGATION /// Human Traffic

Number of COLLECTIBLES AVAILABLE: 10

How to Unlock concluding mission: Complete Act II / 13: Role Model, Collect all items

- Reward: Collect 10 Briefcases: Magnate LE (Vehicle)
- Reward: Collect 10 Briefcases, Complete final mission in Human Trafficking Investigation: Revoking Client Privileges (Achievement)

Uncover traffickers and their briefcases, leading to a shocking trade in humans.

// INVESTIGATION /// QR Codes

Number of COLLECTIBLES AVAILABLE: 16

How to Unlock concluding mission: Complete Act II / 12: A Risky Bid, Collect all items

- Reward: Collect 16 QR Codes: Gangster (Weapon)
- Reward: Collect 16 QR Codes, Complete final mission in QR Codes Investigation: Read-Only (Achievement)

Locate the correct viewpoint to scan 16 QR Codes on certain structures throughout the city to unlock this side mission.

// INVESTIGATION /// Weapons Trade

Number of COLLECTIBLES AVAILABLE: 9

How to Unlock concluding mission: Complete Act II / 7: Grandma's Bulldog, Collect all items

- Reward: Collect 9 Shipping Crates: Spec Ops Goblin (Weapon)
- Reward: Collect 9 Shipping Crates, Complete final mission in Weapons Trade Investigation: Saturday Night Special (Achievement)

Uncover weapon caches inside shipping crates to reveal a black market of weaponry.

// INVESTIGATION /// Missing Persons

Number of COLLECTIBLES AVAILABLE: 6

How to Unlock concluding mission: Complete Act III / 2: A Pit of Paranoia, Collect all items

- Reward: FIND 6 Missing Persons: Wildfire (Weapon)
- Reward: FIND 6 Missing Persons, Complete final mission in Missing Persons Investigation: Darkness Looms (Achievement)

Uncover a number of missing persons for a specific reason.

// 11. LOCATIONS OF INTEREST: Exclusive Contracts

There are seven exclusive contracts that do not appear on your Progression Tree. They involve working with the infamous hacker group, DedSec. These are exclusive to a Acquired Content Pack. But tactics are included for all of them.

// EXCLUSIVE CONTRACTS /// CTRL, ALT, DELETE, SHUTDOWN

How to Unlock: Obtain Acquired Content / Exclusive Missions (PlayStation 3, Playstation 4 only), Complete Act I / 8: A Wrench in the Works

- Reward: Complete all 4 Missions: Superior Capacity (Skill; +1 Battery Slot)

DedSec requires your services to acquire three different vehicles and outrun pursuers. Then a final assault on a plaza in Mad Mile ends in a spectacular show of hacker force.

// EXCLUSIVE CONTRACT /// BREAKTHROUGH

How to Unlock: Obtain Acquired Content / Breakthrough Pack, Complete Act I / 8: A Wrench in the Works

- Reward: Complete this Mission: Vehicle Expert (Skill; Free and discounted Cars on Demand)

DedSec has two contracts that must be stopped from their convoy paths. A special reward is offered if you can help.

// EXCLUSIVE CONTRACT /// SIGNATURE SHOT

How to Unlock: Obtain Acquired Content / Signature Shot Pack, Complete ctOS Control Centers: The Wards and Brandon Docks

- Reward: Complete this Mission: Biometric Rifle (Weapon)

DedSec has uncovered a special biometric rifle in the hands of a weapons buyer allied with the Viceroys. The gun is yours if you can remove these threats.

// EXCLUSIVE CONTRACT /// THE PALACE

Number of COLLECTIBLES AVAILABLE: 10

How to Unlock: Obtain Acquired Content / The Palace Pack, Complete Act I / 8: A Wrench in the Works

- Reward: Complete this Mission: 10 Hard Drives to Find

DedSec has information on Danny SoSueMe; the wealthy hacker has information that could hurt you. So hurt him instead.

// 12. LOCATIONS OF INTEREST: Collectibles

The districts of Chicago have numerous items and antics to find. More importantly, locating the following items grants numerous rewards.

// COLLECTIBLES /// Audio Logs

Number AVAILABLE: 101

- Reward: Collect 4 Audio Logs: D-12 (Weapon)
- Reward: Collect 10 Audio Logs: XP (Bonus to Experience)

Scattered throughout the six districts, hacked from data in phones and computers throughout your main missions and investigations, are 101 Audio Logs, each detailing the thoughts and fears of several characters.

// COLLECTIBLES /// City Hotspots

Number available: 100

- Reward: Check in at all 100 Hotspots: Geolocated (Achievement)

Find small plaques near Chicago's most memorable landmarks and locations; you can leave items and money here, or collect them from other players. There are also additional Achievement-like rewards to be acquired at these locales too.

// COLLECTIBLES /// ctOS Towers

Number AVAILABLE: 13

- Reward: Unlock 1 ctOS Tower: SMG-11 (Weapon)
- Reward: Unlock 5 ctOS TowerS: Amargosa Turbo (Vehicle)
- Reward: Unlock ALL 13 ctOS TowerS: Clear Signals (Achievement)

Find the ctOS towers in a district (except for Pawnee), and hack each one to open up more icons on your world map..

// COLLECTIBLES /// ctOS Breach

Number AVAILABLE: 16

- Reward: Complete ALL 16 ctOS Breach Contracts: System Mangler (Achievement)

Find a ctOS box and hack it before locating the other nearby boxes and doing the same; do this within the allotted time or face a shutdown.

// COLLECTIBLES /// Privacy Invasion

Number AVAILABLE: 30

- Reward: Complete 1 Privacy Invasion: Vespid 5.2 (Vehicle)
- Reward: Complete 5 Privacy InvasionS: Sunrim (Vehicle)
- Reward: Complete all 30 Privacy InvasionS: Peephole (Achievement)

Hack through a building's security to satisfy your curiosity, using your Profiler or simply hacking the security router. Useful rewards can be found by snooping.

// COLLECTIBLES /// SongSneak

Number AVAILABLE: 23

- Reward: Unlock all 23 Songs: Disk Space Full (Achievement)

Use a "music appropriator" app on your smartphone and gather music you hear from speakers, cars, and some citizens of Chicago.

// 13. LOCATIONS OF INTEREST: Online Contracts

Locate the Online Contracts and Online Session Apps on your phone, find Blume Agents in Chicago who place a bounty on your head, enabling others to "see" you, enter your world, and hack your data! Most of these online antics are accessed from the Online Contracts view of the world map. It is imperative to complete at least Act I / 3: Backstage Pass before receiving visitors!

// ONLINE CONTRACTS /// Free Roam

How to Unlock: Complete Act I / 3: Backstage Pass

- Reward: None

Invite others to your world; explore Chicago and fight the police (and even other Fixers). Simple enjoyment and a giant playground is offered here.

// ONLINE CONTRACTS /// Online Decryption

How to Unlock: Complete Act I / 3: Backstage Pass

- Reward: Win Online Decryption 5 Times: Firepower (Loadout)
- Reward: Win Online Decryption 10 Times: Heavy Duty and The Chicago Way (LoadoutS)

A critical file has been lost in the city, and multiple Fixers are competing to see who can be the one to retrieve it. Acquire the file, decrypt it, and reap the Notoriety rewards.

// ONLINE CONTRACTS /// Online Hacking

How to Unlock: Complete Act I / 4: Interlude: Hacking Contract

- Reward: Invade and hack 1 Enemy Fixer: OCP-11 (Weapon)
- Reward: Invade and hack 5 Enemy FixerS: MP-9mm (Weapon)
- Reward: Invade and hack 10 Enemy FixerS: Hackification (Achievement)

A rival Fixer has acquired information you need to obtain; you must hack the Fixer's phone, steal the data, and escape before you're spotted. If you harm the Fixer, though, the data is worthless. Or, you can be the one being hacked.

// ONLINE CONTRACTS /// Online Race

How to Unlock: Complete Act I / 3: Backstage Pass

- Reward: Complete 9 Online Races: Livraga LE (Vehicle)
- Reward: Complete 10 Online Races: Superhighway (Achievement)

Pit your driving abilities against the fastest Fixers in Chicago. There are shortcuts, ramps, and differently placed infrastructure items to aid in your victory, as well as nitros for bursts of speed.

// ONLINE CONTRACTS /// Online Tailing

How to Unlock: Complete Act I / 4: Interlude: Hacking Contract

- Reward: Invade and observe 1 Enemy Fixer: SG-90 (Weapon)
- Reward: Invade and observe 5 Enemy FixerS: SO VECTOR .45 ACP (Weapon)
- Reward: Invade and observe 10 Enemy FixerS: Piggyback (Achievement)

A real test of your stealth, you must spy on a rival Fixer and observe them, then escape without being seen or harming the target. Or, you can be the one being spied on.

// ONLINE CONTRACTS /// ctOS Mobile

How to Unlock: Complete Act I / 3: Backstage Pass

- Reward: ctOS Mobile Achievements

Challenge a ctOS mobile player; he controls the cops while you race through the city, hiding from the all-seeing helicopter and dodging police vehicles.

// 14. LOCATIONS OF INTEREST: MiniGames

These are amusing, strange, and often panic-inducing minigames to play between proper missions. Tips for each minigame is shown below.

// MINIGAME /// Cash Runs

Number AVAILABLE—Parker Square: 7

Number AVAILABLE—Brandon Docks: 10

Number AVAILABLE—The Loop: 11

Number AVAILABLE—Mad Mile: 10

Number AVAILABLE—Total: 38

- Reward: Earn 1 Gold Star in Cash Run: P-9mm (Weapon)
- Reward: Earn 3 Gold StarS in Cash Run: Blast REsistance (Skill now Available)

This is a parkour-based AR phone game, where you collect large gold coins and avoid big red skulls. You can make your own courses using the Challenges App.

You can rearrange objects in the city before you start a Cash Run in order to make a track a bit easier. An example thereof is causing a traffic jam nearby, which reduces the risk that you'll be hit by or have to dodge cars while playing the Cash Runs in the Loop or Mad Mile.

Take your first run at a new track at a brisk walk with no concern for your final time. Cash Runs are a test of memory, precision, and reflexes, and knowing the course counts for more than raw skill.

Don't try to take the entirety of a course at a dead sprint. Much like in a racing game, watch for straightaways and use those as opportunities to pour on the speed, or tap the sprint button to run in short bursts.

// MINIGAME /// Chess

Number AVAILABLE—Parker Square: 1

Number AVAILABLE—The Wards: 1

Number AVAILABLE—Brandon Docks: 1

Number AVAILABLE—The Loop: 2

Number AVAILABLE—Mad Mile: 2

Number AVAILABLE—Total: 7

- Reward: Complete 10 Chess Puzzles: Maximized Focus (Skill now Available)

Sit down and engage your brain with many bouts of chess with a variety of characters. There are four types of chess game to master, or you can just play a full game of chess.

In Capture puzzles, you must prevent pawns from reaching the other side of the board. These are easy enough for a chess novice to complete, but remember that it's just as easy for your opponent to capture your pieces. Do not pursue an opening move that leaves your one chess piece in danger of being captured.

Your goal in an End Game puzzle is to checkmate your opponent in a specified number of moves. Remember that a king is vulnerable, but can still capture any piece that you move within one space of it. Losing one of your few remaining pieces to the enemy king can render the puzzle impossible to complete.

You'll have the most success if you can think a few moves ahead. Try to put yourself in your opponent's position and ask what move you would take if you were on the other side of the board.

In Path puzzles, you must capture all pieces on the board in as few moves as possible.

Survive puzzles specify that your King must avoid being checkmated for a given number of turns.

// MINIGAME /// Drinking Games

Number AVAILABLE—Pawnee: 1

Number AVAILABLE—The Wards: 1

Number AVAILABLE—The Loop: 1

Number AVAILABLE—Total: 3

- Reward: Reach 5th Level versus 1 opponent: Piledriver (Weapon)
- Reward: Complete 10th Level versus all 3 opponentS: Social Lubricant (Achievement)

Your reflexes and powers of concentration are tested against the city's most hardened drinkers. There are several levels to complete for this game.

Unlike some other minigames, the Drinking Game provides some hefty cash rewards but doesn't test anything other than your personal skill, which makes it a handy way to earn money in the early days of the game. You can play through the first four levels or so at any table and walk away with an extra couple of thousand dollars.

The Drinking Game in the Unicorn Dragon Pub in the Wards is arguably easier than the other two, as it's a simple series of challenges that require reflexes and control.

The Miller's Run version of the Drinking Game in the Loop, on the other hand, is laughably simple for the first four levels and then rapidly becomes very difficult. Your hand-eye coordination and precision will be tested here.

// MINIGAME /// NVZN

Number AVAILABLE—Parker Square: 2

Number AVAILABLE—The Wards: 1

Number AVAILABLE—The Loop: 3

Number AVAILABLE—Mad Mile: 2

Number AVAILABLE—Total: 8

- Reward: Reach Level 5: Auto Weapons Expert (Skill now Available)

Access NVZN Graffiti, or open your smartphone and select the NVZN App from anywhere, then set about killing the invaders before your time runs out.

You can play NVZN anywhere in the city by choosing it from your phone menu. Pick a location with a minimum of interference from pedestrians, such as the islands northwest of the Bunker.

Invest in skills that improve your Focus ability to help knock down the fast-moving Drones, which are worth the most points.

After every fourth Wave of aliens, you enter a Bonus Wave which lets you rack up big points and possibly unlock a new weapon or power-up. Once you get past Wave 13, the aliens begin to get progressively faster and more dangerous, so be sure to go into that Wave with all the Bonus Waves completed, even if that means starting over.

// MINIGAME /// Poker Games

Number AVAILABLE—Parker Square: 1

Number AVAILABLE—The Wards: 1

Number AVAILABLE—The Loop: 1

Number AVAILABLE—Mad Mile: 1

Number AVAILABLE—Total: 4

- Reward: Clear out 1 Poker Table: Sayonara LE (Vehicle)

Bring your smartphone along for the hacking, or refrain from cheating as you play hands of Texas Hold 'Em Poker for in-game cash until you run the table.

Three out of the four poker tables in Chicago have a ctOS-compatible security camera somewhere nearby. You can use it to peek at two of your opponents' cards at the start of the hand.

Your phone has an app that can monitor an opponent's stress levels. This hovers around 30% and tends to go up as the stakes rise. The higher their stress, the less faith an opponent has in his hand. A high-stress opponent is not likely to have any cards worth talking about.

Know when to fold. There's no reason to throw good money after bad just to see how a hand's going to turn out.

// MINIGAME /// Shell Games

Number AVAILABLE—Pawnee: 1

Number AVAILABLE—Parker Square: 2

Number AVAILABLE—The Wards: 1

Number AVAILABLE—The Loop: 3

Number AVAILABLE—Mad Mile: 4

Number AVAILABLE—Total: 11

- Reward: Beat 3 Levels of the Shell Game: XP Bonus (Experience)

Follow the ball under the cup as a hustler attempts to trick your eyes and remove as much cash from your wallet as you can.

The key to defeating the harder levels of the Shell Game is your Focus ability. The more points you've invested into it, the easier it will be to spot the Shell Game dealer's sleight of hand.

Before you play the Shell Game, be sure to purchase beverages from nearby newsstands or bars to temporarily extend the length of your Focus meter.

Watch the Shell Game dealer's hands. He does have tells for when he's shuffled the ball from one cup to the other, such as when the cups tip slightly. If the cups leave the table at all, assume the ball's changed places.

// 15. LOCATIONS OF INTEREST: OTHER ACTIVITIES AND AREAS

The final areas of the world map involve a variety of tasks and uncovering locations or items that will help you. Tips for each Digital Trip are shown below. For more detail regarding these activities, access your eGuide.

// OTHER ACTIVITIES /// Digital Trips

Number AVAILABLE—The Loop: 3

Number AVAILABLE—Total: 3

- REWARDS: None

A particular pill is gaining popularity, and rightly so: it transports you into one of five drug-fueled visions of Chicago! Access this via your app, or a digital trip dealer.

Digital Trip //// Alone

Don't rely on gunplay. You get a lot more points for takedowns, and they're much safer. But try to remove all enemies and reinforcements before hacking the obelisk to maximise your points.

The cone of light emitted by searching drones is not a reliable indicator of their field of vision. Don't get into the habit of thinking of that as a guideline when you're trying to sneak by them.

Successfully hacking an obelisk also dispatches all of the drones in a district. If you're in trouble, going straight for the obelisk is often your best tactical option, even if you have to outrun a couple of drones to get there.

Digital Trip //// Conspiracy!

You can tap the profiler button to end a scan early, which means it'll recharge faster for the next time you need it. Be sure to shut it down ahead of time if you can't see any cyborgs around at the moment.

Basic cyborgs won't trigger their bomb unless you're within hugging distance. Especially in areas with a huge cyborg presence, don't be afraid to run away and "kite" them for a bit.

Given the size of cyborgs' weak points, the ability to use Focus should be your first purchase from Conspiracy's skill tree.

Digital Trip //// Madness

As you may have noticed from attempts to commit vehicular homicide in the main game, pedestrians are surprisingly difficult to hit. You'll be more successful if you keep moving in Madness and try to plow through distant crowds of demons than you will be by trying to chase down individual specific targets.

On Harvest challenges, get to the freeway or the underground tunnels. The demons are stuck in a much narrower area and are easier to hit.

The Soul Blast power isn't as good as it looks. It has a long range and punches right through demons, but kills from a Soul Blast don't grant Soul Power and don't count towards challenges like Killstreak. Its only real use is totaling the Control Freaks' cars. It's not worth the investment until you can jump straight to Soul Blast Mastery.

Digital Trip //// Psychedelic

Unlike the other Digital Trips, Psychedelic isn't quite like anything else in the game and has a distinct learning curve. Don't get frustrated early on. You just have to stick with it until it clicks.

Small adjustments to your trajectory can have big effects. Be subtle.

When the rings show up, they're useful both for extra points and as a targeting cue. Eyeballing your trajectory can be a problem, especially across long distances, and you should use the rings whenever you have the option.

Digital Trip //// Spider Tank

Shells are useful and powerful, but have a slow rate of fire. Use them sparingly. They're ideal against the armored trucks and trains.

Don't undervalue the Spider Tank's claw. Even before you invest in the skills that improve it, your basic claw attack remains one of the most dangerous weapons in your arsenal, capable of killing Elites and totaling vehicles in just one or two hits.

As the police response escalates, so does its firepower. Once you're routinely running into snipers and Elites at ground level, don't be afraid to take to the air and use the skyscrapers as cover. If the cops are allowed to mass and focus fire, they can grind through your tank in nothing flat, even with the Titanium Plating skill. That's when your mobility becomes your greatest advantage.

// OTHER ACTIVITIES /// Slot Machines

Number AVAILABLE—Parker Square: 1

Number AVAILABLE—Brandon Docks: 1

Number AVAILABLE—Mad Mile: 1

Number AVAILABLE—Total: 3

Locate one of three different types of slot machines to play: Regular, Multi-Line, and Nudges and Holds.

While you cannot hack slot machines, your profiler can tell you interesting facts about each one. A "deflated pot," for example, means someone hit the jackpot recently and thus you're not likely to get much money out of the machine.

The highest-stakes slots in the city are in the Brewsed Up in the Wards. You can bet up to $50 a spin by switching over to all five lines.

// OTHER ACTIVITIES /// Memories

Number AVAILABLE: 2

As you complete missions and investigations, certain key locations around the city trigger strong memories for Aiden Pearce. Consult the map for locations of these.

// OTHER AREAS /// Hideouts

Number AVAILABLE: 6 (Plus Owl Motel and The Bunker)

Hideouts are discovered after you hack the ctOS tower of a particular district nearest to the hideout location. Hideouts are exceptionally useful places to flee to, though they aren't accessible during missions. During normal maneuvers, though, you can Fast-Travel instantly to any revealed hideout, slide open the door, and step inside.

The outside of a hideout looks like a green metal shipping container, with a Blume logo on its side. Inside a hideout is a one-room bunker designed by the Blume corporation. Here you can:

Locate another Audio Log to add to your collection.

Change your clothingat the wardrobe, based on the outfits you've bought or acquired.

Restin a bed, which saves your progress, fills your Focus, and resets your Heat rating.

Strange Transmissions

Be sure you access the computer monitor in each Hideout you uncover; for each one you interact with, you receive an Audio Log — one of 101 scattered throughout Chicago and the Main Missions — from a number of entities. Depending on when you access other Audio Logs (during ctOS Breaches or the Main Mission), expect recordings from: Angela Balik, Rose Washington, Charlotte Gardner, Damien Brenks, or Lucky Quinn.

Pawnee

Parker Square: Hideout 1

Parker Square: Hideout 2

Parker Square: Owl Motel

Brandon Docks: Hideout 1

Brandon Docks: Hideout 2

The Wards: Hideout 1

The Wards: Hideout 2

The Loop: The Bunker

The Loop: Hideout 1

The Loop: Hideout 2

Mad Mile: Hideout 1

Mad Mile: Hideout 2

// OTHER AREAS /// Items of Interest

Number AVAILABLE: Infinite

- Reward: Valuable, Cash, or Crafting component or item

Certain packages (usually containing cash or a crafting component) are randomly left in one of 93 locations across the six districts. When you see one on your world map, or hack a citizen with information regarding one, locate it at once. Once either of these events occur, ctOS sends out an alert. Eventually, the police arrive and confiscate the bag, but as long as you act immediately, you have enough time to plot a course to it when prompted.

If you uncovered all six Chicago districts by infiltrating all of the ctOS control centers, and if you uncovered more map knowledge by activating all 13 of the ctOS towers, then expect to see an uptick in the frequency of obtaining items of interest.

It's worth finding these items, as they're usually found in strange or interesting out-of-the-way places.

// OTHER AREAS /// L-Train Stations

Number OF STATIONS—Parker Square: 3

Number OF STATIONS—The Wards: 3

Number OF STATIONS—Brandon Docks: 2

Number OF STATIONS—The Loop: 9

Number OF STATIONS—Mad Mile: 5

Number OF STATIONS—Total: 22

The L-trains visit every Chicago district except Pawnee. They are useful for more quickly exploring the city (or simply riding to gaze out at the scenery). You can Fast-Travel between any station on the map, allowing you to reach destinations more quickly. Fast-Travel isn't available during missions. With the appropriate skill (L-Train Control), you can stop and start L-trains, moving them at your whim.

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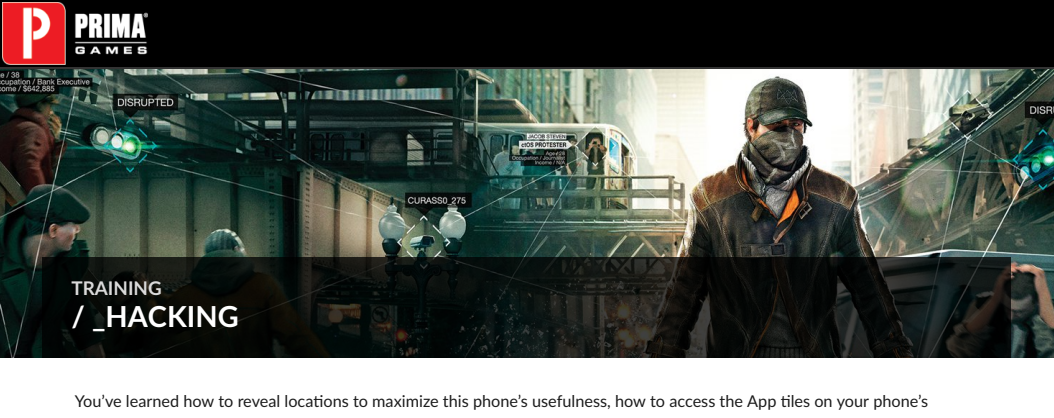

TRAINING
/ _HACKING

You've learned how to reveal locations to maximize this phone's usefulness, how to access the App tiles on your phone's screen, and some basic functionality of this weapon, which can be more powerful than a gun in the right hands. Here's how to make full use of your smartphone and every type of hacking opportunity.

Video is restricted

Tip

Make sure you unlock the related Hacking Skills in your Skill Tree if you wish to utilize the additional functionality of your smartphone. Also remember certain skills aren't available (the second-tier skills) until you complete Main Mission Act I / 5: Open Your World.

// 1. PROFILING

Profiling is the act of accessing the facial features of a foe or citizen (they can be dead or preferably alive), and finding out secret, potentially embarrassing, and otherwise highly personal information about them. In the case of enemies, they can be tagged (or "marked") too. Do this on foot, in a vehicle, or via a security camera (known as "remote profiling"). There are different types of people to profile:

// PROFILING /// Citizens

At the start of your adventure, and without the benefit of accessing the ctOS network, the general population of Chicago can't be hacked by your phone, and a red diamond cursor appears over any potential target. However, once a ctOS control center for that district is under your jurisdiction, anyone with a cell phone in the city can be profiled. Simply move your reticle over their head, and pertinent personal data is displayed on your screen. Take this one step further by actively hacking their cell phones. In most cases regarding citizens, you can also receive text conversations, phone conversations, and e-mails.

// PROFILING /// Citizens of Interest

There are citizens of interest to stumble upon too: These are inhabitants of Chicago with data more pertinent to your needs and who provide high-value rewards. If you have the Profiler Optimization skill, their cursor is automatically highlighted and can then be scanned. If you don't, then you must manually find, target, and scan these citizens. Any citizen of interest is highlighted in blue. In most cases regarding citizens of interest, the following information can be gathered:

//// Bank Account

Hack this individual to gain access to their banking records. Then head to an ATM to hack and withdraw cash from their accounts. You may (or may not) look at the personal information of the individual before deciding whether you feel conflicted stealing from them, though this doesn't affect your Reputation.

//// Rich Bank Account

Less common are individuals with a larger bank account to steal from.

Tip

You can gather multiple accounts before visiting an ATM. Expect to make anywhere from $20,000 to $50,000 per real hour simply by finding and hacking citizens for their bank details; this is a great way to gather funds for weaponry, vehicles, and crafting components.

//// System Key

Aside from a few places you can find this crafting component during missions, the system key is arguably the most difficult item to gather (as you can't buy it from a pawnshop). If you spot a citizen with a system key, hack it immediately. The Tailing and Hacking Online Contracts often reward you with system keys if completed successfully. It's a great reason to try some Online Contracts, since system keys are used to craft many items.

//// SongSneak

This member of the public has a song that you haven't gathered and added to your Media App yet, so you can hack the tune and add it automatically as part of the SongSneak tile app (which you can simply download). Find 23 of these to gain a reward.

//// Car on Demand

Certain citizens have access to a vehicle, and hacking them allows you to appropriate the exact model using your Car on Demand tile app. There are dozens of vehicles to unlock (once purchased or unlocked, you can order a vehicle as many times as you wish). Unlock a vehicle via a Progression reward, and you don't have to pay for it any more.

//// Side Mission: Crimes Detected

Some less-savory individuals have evidence (usually a text message) of a crime that's about to be committed. Hack them, and a Crimes Detected Side Mission will begin, where you can apprehend a criminal and gain both XP and Reputation, if you're successful in preventing the crime from occurring.

//// Side Mission: Criminal Convoy

A few members of the population know of a gang convoy, and there's a specific side mission that involves intercepting the group of vehicles and removing or roughing up a particular target. You receive XP for completing these side missions.

//// Side Mission: Fixer Contract

Other folks you meet wandering the mean streets of Chicago have information regarding Fixer contracts, a type of side mission involving vehicle driving (tailing a target, avoiding the cops, or taking a vehicle to a secret location). You gain XP for these.

//// Side Mission: Gang Hideout

The more unsavory types have forewarning of a gang hideout in the general vicinity and a leader within a compound needing strong-arming or threatening. Take these side missions if you want both XP and a Skill Point.

//// Investigation: Buyer

Once you progress through parts of the main missions, you find certain unpleasant characters who are attempting to purchase humans. These are related to the Human Traffic Investigation and should be hacked immediately.

//// Item of Interest

Sometimes you may spot a citizen who knows of a dropped bag, usually placed there as part of a clandestine deal involving the criminal underworld. Usually scooped up by the police if left unattended, you can simply hack, find the item's location, and pick it up (there's usually cash inside).

//// Access Code

A hacking opportunity, seen only during a mission. While infiltrating, keep your phone profiling certain enemies, as one (sometimes two) is likely to be carrying some kind of access card allowing infiltration into servers or behind firewalls. These individuals are usually the target in a mission objective.

//// Online: Blume Agent

When strolling down a street, be wary of citizens who are affiliated with the Blume Corporation. If you hack them (they look like normal members of the public), they call and report you as a hacker, and if you don't stop their call, a bounty is placed on your head! This causes your online protection to be temporarily suspended, allowing other players to find and tail or invade you!.

//// Online: Hacking Victim

Occasionally, civilians appear as victims of hacking—but not from you. Simply hack the victim, and you're prompted to join an online game (Hacking, Tailing, and Races). This is another way to suspend your adventuring and hack into the online activities of others!

//// Online: Fixer

Prepare for a shock, as other players are capable of hacking into your game and attempting to gather your personal information! These are online Tailing and Hacking contracts, and it's up to you to stop them!

// PROFILING /// Criminals and Victims

During criminal activities, certain hoodlums (usually unrelated to the factions you're fighting against) attempt to rough up or otherwise threaten their victim. Both a criminal and a victim have a different profile cursor and information box; their cursor turns from green to red, and their information box has a green element to it. This is how you visually know that a crime is about to be committed. Then act on this information.

// PROFILING /// Enemies

Enemies that you can melee-strike or kill (subject to mission parameters) have similar information boxes to normal citizens. However, when you target them with your Profiler cursor, camera, or ctOS scan, their "ranking" appears on them, and their outline stays in your vision.

// PROFILING /// Enemies of Interest

Enemies of particular importance or threat, including those who hold access codes or data to hack, or those carrying a hidden camera, have a red information bar when profiled and sometimes a yellow hash-marked pentagon over their heads to indicate data you must hack. These are your most important primary targets in a mission, and sometimes the most senior ranked foe.

Note

For more on the different ranks of foes, including how to deal with Shot-Callers, consult the Training section on enemies.

// 2. ctOS CAMERA ACCESS

After you've learned the variety of access you can gain from simply hacking the cell phones of every citizen of Chicago, you need to up your game a bit by taking to the skies and peering down on all the folks via the thousands of ctOS cameras available once you access a control center.

// ctOS ACCESS /// Camera Access

ctOS cameras are ubiquitous across Chicago. Get into the habit of accessing cameras wherever you go, especially during missions. Once you control the action, your view switches to that camera. Now you can:

- **Pan, Scan, and Zoom:**Move the camera around and zoom it into areas to plot a course before you try an infiltration, learn the layout of an area, or find items or objects you couldn't otherwise see.
- **Access Additional Cameras:**This is important for completely covering an area you want to infiltrate. Tilt the camera so you can spot a second, third, or additional camera, and access that to cover areas the first camera couldn't see.
- **Tag Foes:**This is detailed below, but enemies can be marked.
- **Hack:**Objects (like gates, computers, switches, pipes, and even online rivals), including those carried by enemies, can be hacked as if you were standing within smartphone range. This is exceptionally useful, as it can allow you to finish missions without stepping foot into a restricted area!

Tip

Be sure you're in a comfortable hiding place when you're accessing a camera, as the view unceremoniously dumps you back into Aiden's viewpoint if he's attacked or otherwise harmed while you're remotely viewing.

// ctOS ACCESS /// Camera Tagging

If you're pondering pathways, you want to know the enemies you'll be facing. This is where tagging (or "marking") comes in. Do this at closer range using your smartphone, or remotely from any ctOS camera. Here's what to do:

Simply point the camera at an enemy, and wait for the enemy to be outlined in data. Their rank and whether they are Shot-Callers are now revealed.

Then continue to tag additional enemies, using the minimap to locate the foes your cameras don't initially find. Some foes may be hidden from cameras, requiring you to tag them using your smartphone instead.

Now, when you start to infiltrate an area, tagged foes continue to appear, including through walls, so you know exactly where everyone is, at any time! This allows you to literally see around corners, up through floors, and get the jump on any enemy before they see you!

Caution

Don't rely on camera tagging too much; remember that cameras provide a good, but not completely thorough, view of a restricted area. Just because you've tagged eight enemies doesn't mean you've found them all. There may be a ninth your camera couldn't see.

Tip

Craft a ctOS scan tool as soon as possible: This provides an instant tag of every enemy currently available in the vicinity and is one of the most useful preparation tools at your disposal.

// ctOS ACCESS /// Enemy Camera Access

There is another type of camera to access, too, enemy cameras that are fitted onto the collars, heads, or guns of certain guards. Access these in the same way as normal cameras. They provide a first-person view of a restricted area, which is handy for seeing areas other cameras (or you) cannot reach. You also have limited usage of pan and scan and all other camera functions (i.e., accessing other cameras, tagging, and hacking). Use this to see additional areas and to prompt foes to start patrolling (which allows you to sneak past where they were).

// 3. Brute-Force Attacks

// BRUTE-FORCE ATTACKS /// Going with the (Data) Flow

Everything is connected. While profiling, you can see this flow of data as a crackling white line. The data is protected while white, but once you hack the data flow, it turns blue. Look for data flow, which usually follows the line of a network cable and almost always ends up at a switch console—a router you hack, intrude into, or unlock.

Note

Data flow can be inaccessible during blackouts or after transformer explosions.

// BRUTE-FORCE ATTACKS /// Nodal Hotspots

Sometimes while accessing a server, router, or other well-guarded part of a network, you reach a nodal hotspot. These take the form of a "brute-force attack," where you connect to the inside of a network and start to connect and unlock nodes.

This is a minigame of sorts, in which you must move conduit nodes into position to unlock subsequent nodes. The layout of the data flow may seem strange, but it follows the layout of the building structure you're looking at. There are:

Starting Nodes: Blue diamond where the data flows from.

Angle Nodes: L- or T-shaped junctions that are spun until the blue data flow passes through them.

Timer Nodes: These are Angle Nodes with a firewall built into them; complete this nodal hotspot puzzle within the allotted time, or move the node back to the "unconnected" position, or you're thrown out of the puzzle and must begin again.

Locked Nodes: Junctions with a padlock icon that are unlocked after all data flow heading into the junction is blue.

End Nodes: White diamond nodes that are the last to be unlocked and allow access to the area you need to reach.

This guide has solutions for all Nodal Hotspots. Each one is shown in its completed position. Each Node is labeled with a waypoint icon, showing a number and a letter. The number is the turns you complete for the Node at that time. The letter is the order you should turn a Node. Always start a Nodal Hotspot puzzle at the waypoint labeled "A," and proceed in alphabetical order. Unlocks aren't counted as turns. The number zero means you simply unlock (if necessary), or leave the Node alone.

Some Nodes have more than one label. Also remember some Nodal Hotspots can be completed in more than one way; an easy solution is always shown. Nodal hotspots are relatively straightforward if you logically start from the blue areas and concentrate on the nearest locked node one at a time.

// 4. AUDIO AND VIDEO LOGS

/// AUDIO LOGS //// Notes

Audio Logs are snippets of recorded information narrated by various characters you meet directly or tangentially throughout your missions and investigations. They provide insight into the *Watch_Dogs* world. Some recordings are found during main missions. Others during side missions and investigations or throughout the six districts.

/// VIDEO LOGS //// Notes

The clandestine hacker collective known as DedSec has left their mark all over ctOS servers throughout the six districts in the form of Video Logs. These playable videos contain a variety of sensitive imagery.

You can find them whenever you intrude into a server room (e.g., when infiltrating a ctOS control center). Simply hack any access points within the server wall, and the video automatically plays. You can't replay the video, so it's worth checking them out when you're deep within the ctOS firewall....

// 5. Hacking Access Points (ALL DISTRICTS)

Hacking objects can take place while on foot, in a vehicle, or via a remote ctOS camera, giving you an almost infinite variety of ways to gather information, cause a distraction, or deal out some damage. The following is a comprehensive list of over 50 hackable objects in the city; some of these objects are accessed for purposes particular to a mission.

/// BRIDGES

//// City Lift Bridge

Amount Available: Uncommon
Battery cost: None
USEFULNESS:
How Used: Raised to slow pursuers or targets
Weaknesses: Can Still be driven over

Many of the bridges linking the Loop to Mad Mile (and others in Brandon Docks) split in the middle, creating a huge ramp that allows you to easily lose pursuers.

//// Swing Bridge

Amount Available: Rare
Battery cost: None
USEFULNESS:
How Used: Swung around to connect to road
Weaknesses: Slow to move

A few of the older bridges are of this type, which swing around to join both up a rail line or road. If you're on this type of bridge and about to get off, activate it to trap foes behind you.

//// Pedestrian Bridge

Amount Available: Rare
Battery cost: None
USEFULNESS:
How Used: Rotates, allowing access
Weaknesses: Can cause unwanted attention, or trap you

These appear only at docks and function just like swing bridges, allowing you to access different parts of a location, depending on which way the bridge faces. When foes are present, you can use them as a distraction too.

//// Service Bridge

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Rotates, allowing access
Weaknesses: Can cause unwanted attention, or trap you

These appear only at sewer treatment works and function just like swing bridges, allowing you to access different parts of a location depending on which way the bridge faces. When foes are present, you can use them as a distraction too.

/// CRANES, LIFTS, AND ELEVATORS

//// Boat Crane

Amount Available: Unique
Battery cost: None
USEFULNESS:
How Used: Pivots a boat to and from a dock platform
Weaknesses: Only used effectively once

This large, blue L-shaped crane has a boat suspended to it and is located on the eastern marina in the Loop. If you stand on the boat, you can activate the crane, which pivots the boat around to a dock you'd normally have to swim to. Handy for clandestine infiltrations of this location only.

//// Bridge Crane

Amount Available: Unique
Battery cost: None
USEFULNESS:
How Used: Allows access back and forth
Weaknesses: Only horizontal movement, you can get trapped

In the road construction bridge near Pawnee, part of the massive project involves a large concrete bridge section suspended by crane. Stand or cover-crouch to ride across, watching for foes along the way.

//// Container Crane I

Amount Available: RARE
Battery cost: None
USEFULNESS:
How Used: Crane releases container
Weaknesses: One use, noisy

This crane holds a suspended metal container, which is usually above an area frequented by enemies. By dropping the container, you cause a large disturbance that acts as a distraction, or you can land the container on a foe underneath, killing them.

//// Container Crane II

Amount Available: RARE
Battery cost: None
USEFULNESS:
How Used: Raises and moves containers horizontally and vertically
Weaknesses: Used only as a platform

This type of crane holds a container and maneuvers its load. This is an automatic move once you hack, vertically or horizontally (or both), and is mainly used to stand on and reach an otherwise impassible area or to see behind a hidden location.

//// Container Crane III

Amount Available: RARE
Battery cost: None
USEFULNESS:
How Used: Raises and moves containers horizontally and vertically
Weaknesses: Used only as a platform

This type of crane is a slightly larger version of the Container Crane II and functions in exactly the same way. Found on the docks, it shifts its container, usually with you standing on it, horizontally or vertically, so you can rise up to survey a location, or reach a hidden location.

//// Stacking Crane

Amount Available: Rare
Battery cost: None
USEFULNESS:
How Used: Container raised and lowered
Weaknesses: Limited cover atop the container

Utilize this to reach a higher location that isn't accessible by climbing or parkour. Stand in or atop a container. You also drive into this container, then raise it.

//// Construction Lift

Amount Available: UNCOMMON
Battery cost: None
USEFULNESS:
How Used: Press to ascend or descend
Weaknesses: Slow

If you want to reach a high (or low) area and don't wish to climb or drop, stand in this lift and ascend. This allows a leisurely ride to your vertical destination. Watch for foes attacking. You can change direction by hacking again. This can also be a distraction if accessed without you on it.

//// Loading Dock Lift

Amount Available: Rare
Battery cost: None
USEFULNESS:
How Used: Slowly rises up and down
Weaknesses: Minimal help

Not all the scenery you can hack is helpful, as these dock lifts show; they slowly move goods up and down, which isn't handy in almost any combat circumstance, though you can hide IEDs or lures under them. And stand slightly higher up if you're on top of one.

//// Scissor Lift

Amount Available: UNCOMMON
Battery cost: None
USEFULNESS:
How Used: Press to ascend or descend
Weaknesses: Slow

If you want to reach a high (or low) area and don't wish to climb or drop, stand in this lift and ascend/descend. This allows a leisurely ride to your vertical destination. Watch for foes attacking. You can change direction by pressing again. This can also be a distraction if accessed without you on it. These don't offer as much height access as a construction lift, though the carriage is the same.

//// Swing Stage

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Moves along a tall building
Weaknesses: Easily spotted and stranded as it moves

These are rarely used, but they allow reasonably swift movement along a building when ledges and stairs aren't available to access a location. If guards are in the vicinity, remember you have limited movement and no cover when you're on one of these platforms.

//// Construction Lift

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Access upper and lower levels of bridge pillars
Weaknesses: Cramped, easily spotted if you aren't careful

Use this elevator to head up and down the road construction site near Pawnee; there are four such lifts here, and this enables you to reach between floors more quickly, as long as you aren't heard or spotted.

//// Elevator Keypad

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Hacked to move the elevator up and down
Weaknesses: Can bring enemies to your location

Whenever you travel in an elevator, you simply hack the keypad to head up or down. This also works if there's a camera in the elevator, allowing this function to occur remotely. If foes are in the elevator, you can trap them, send them away from your location, or bring them to you (tag them first so you can see where they are).

//// Freight Elevator

Amount Available: VERY RARE
Battery cost: None
USEFULNESS:
How Used: Summoned and ridden up and down
Weaknesses: Slow

This is a simple and straightforward method of moving between floors of buildings that don't have the usual elevators. Foes can come in and attack as you ascend or descend, so clear the area first. Or close the door and send an enemy away from your location if he's inside.

/// DOORS, GATES, AND SHUTTERS

//// Garage Door

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Opened and shut to access garages
Weaknesses: May not stop certain pursuers

These are excellent to open and then close behind you when foes are actively searching for you but aren't right behind you; shut them and hide until the heat passes. Or block foes chasing you or those about to access a garage.

//// Security Door

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Opens otherwise locked door
Weaknesses: Sometimes you're spotted unlocking the door

A special security lock on some doors prevents you from accessing more sensitive areas of a location. However, if you hack these doors (sometimes after you find an access code on a guard), you can open these and freely move between areas.

//// Warehouse Door

Amount Available: Uncommon
Battery cost: None
USEFULNESS:
How Used: Opened and shut to access garages
Weaknesses: May not stop certain pursuers

These are used in more industrial warehouse zones and boat yards; open and close them behind you when foes are actively searching for you but aren't right behind you. Shut them and hide until the heat passes. Or block foes chasing you or those about to access a garage.

//// High Grove Gate

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: access to slide gate open or closed
Weaknesses: No damage caused, Timing needed

This gate provides access to the High Grove area of Parker Square where Nicky lives. Although this won't usually damage an enemy you're chasing (or being chased by), it is an excellent way to stop them; just as long as you have the time to open the gate and close it behind you.

//// Security Gate

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: access to slide gate open or closed
Weaknesses: No damage caused, Timing needed

Although this won't usually damage an enemy you're chasing, it is an excellent way to stop them; just as long as you have the time to open the gate and close it behind you.

//// Blume Security Gate (Blume)

Amount Available: Unique
Battery cost: None
USEFULNESS:
How Used: access to slide gate open or closed
Weaknesses: No damage caused, Timing needed

This roll gate is at the perimeter to the Blume facility in Pawnee. Although this won't usually damage an enemy you're chasing, it is an excellent way to stop them, as long as you have the time to open the gate and close it behind you.

//// Security Blinds

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Raised or lowered to reveal opening
Weaknesses: Enemies can see you

A known Viceroy meeting area in Brandon Docks has these metal shutters, and opening them allows you to move between the outside and a storage area during a subsequent fight where you set traps for foes. Shutting these blinds enables you to hide more easily, but the enemy can too. They also act as a distraction.

//// Security Shutters

Amount Available: VERY RARE
Battery cost: None
USEFULNESS:
How Used: RAise and lower them for protection
Weaknesses: Hemmed in and limited sight

Very occasionally, locations have security shutters that can be lowered, offering bulletproof protection to those on the other side. You can smash an adjacent window, step in, then shutter the area too. A good place to fight from.

//// Window Shutters (Blume)

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Raised or lowered to reveal opening
Weaknesses: Enemies can see you

The Blume facility in Pawnee has many shutters in their central cafeteria. Opening them allows you to distract guards, trace a data flow more easily, and hop over the windowsill to get behind a guard for a takedown. But having the shutters closed allows for better hiding.

//// Window Shutters (Hotel)

Amount Available: Unique
Battery cost: None
USEFULNESS:
How Used: Raised or lowered to reveal reinforced glass
Weaknesses: One use

These window shutters are fitted to a special office somewhere in a hotel office owned by a notorious Chicago gangster. Perhaps if you open these, life-changing secrets about certain elected officials may be revealed?

/// EXPLOSIVE OR DANGEROUS SCENERY

//// ctOS Box

Amount Available: UNCOMMON
Battery cost: 1
USEFULNESS:
How Used: Explodes in a large detonation, causes blackout
Weaknesses: Less useful during DAY, OTHER HACKABLE OBJECTS OFFLINE

Hack this, and prepare for a large explosion that can kill foes, hurt those farther away, cause distractions that allow you to ambush or sneak around the area, and best of all, create a blackout! This lasts around 20 seconds and foes can't see you at night; attack or sneak during this time. Shoot or hack this.

//// Junction Box

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Detonate
Weaknesses: Small area of effect

This can be hacked or shot, making it versatile and ideal for slowing a fleeing foe. Or, it can act as a distraction or can blow an enemy backward off their feet, sometimes killing them in the process. A usual and smart way to thin out your foes.

//// Pole Transformer

Amount Available: Numerous
Battery cost: 1
USEFULNESS:
How Used: EXPLODES IN DETONATION, CAUSES BLACKOUT
Weaknesses: OTHER HACKABLE OBJECTS OFF-LINE

These are down almost any long alley in the Loop and provide a spectacular spark that can kill a foe if he's right next to the explosion. This causes a small blackout for around ten seconds, during which no other hackable item is available. Great to use at night to blind foes as you escape or attack.

//// Regulator

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Shoot or Hack to release pressure
Weaknesses: Limited blast radius

These are also known as small steam pipe valves and are on most large buildings. These are more useful to create a distraction than as an offensive weapon, though they can send a foe reeling if he's standing right next to one. You can shoot and hack these.

//// Transformer Vault

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Explodes when hacked
Weaknesses: Limited area of effect

This can kill a foe standing directly above it when you detonate it or can throw them backward, allowing you to finish them off. Or, you can detonate this away from a foe, causing them to inspect this area as a distraction. You can hack or shoot this.

//// Arachnascrewya

Amount Available: Unique
Battery cost: None
USEFULNESS:
How Used: Charges a bolt of energy down into the ground
Weaknesses: Recharge Time

This is one of T-Bone's sculptures and is found in his Pawnee junkyard. It is a junk spider that blasts the ground with an electrical bolt of energy, which is enough to fry any fools standing nearby. Don't be a fool yourself, and use this as often as you can during any battles at this location.

//// Eat Crow

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Fires a rotating gatling gun 360 Degrees
Weaknesses: Recharge Time

This is one of T-Bone's sculptures. Three are in his Pawnee junkyard and one is close to the dam. With massive firepower and a 360-degree sweep of enemies, this can remove many threats and can blast vehicles. Keep activating these to aid you in any particularly fraught battles.

//// Galloping Gerty

Amount Available: VERY RARE
Battery cost: None
USEFULNESS:
How Used: Breathes a gout of fire
Weaknesses: Limited Movement, recharge Time

This is one of T-Bone's sculptures; two are found in his Pawnee junkyard. They breathe a large blast of fire at the enemy, with the head of the sculpture moving left and right. With limited movement, foes can maneuver behind these sculptures, so augment these fiery blasts with weapon strikes of your own.

//// My Ex-Wife

Amount Available: VERY RARE
Battery cost: None
USEFULNESS:
How Used: Stabs an electrical current into the ground
Weaknesses: Recharge time

This is T-Bone's gigantic scorpion sculpture found in his Pawnee junkyard. Though foes can hide between its legs (and sometimes escape the electrical current), this is otherwise a devastating strike weapon to remove multiple foes between recharges.

/// SCENIC COVER OR INTERACTIONS

//// ATM Machine

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Access to withdraw cash (not your own)
Weaknesses: This is wanton thievery!

Technically, you simply interact with rather than hack the ATM machine, which you can't access until you've hacked the ATM accounts of citizens, but this is still technically a hack. Gather as much ATM data as you wish, after which ATM icons appear on your map and you can withdraw funds from any of them. Gather multiple ATM accounts before heading to an ATM for a bigger haul.

Note

occurs if you threaten any shopkeeper; you can steal the takings from the cash register and possibly face a police threat.

//// Attract Smartphone

Amount Available: Uncommon
Battery cost: None
USEFULNESS:
How Used: Hacked to provide a distraction
Weaknesses: Limited use, doesn't distract multiple foes

During mission infiltrations, these sometimes appear on scenery and close to enemies. Activate them to hear a threatening voice and laughter, which distracts the foe long enough for you to pass by or ambush.

//// Building Security Router

AMOUNT AVAILABLE: NUMEROUS
BATTERY COST: NONE
USEFULNESS:
HOW USED: Hacked to reach a Nodal Hotspot.
WEAKNESSES: Usually well-defended.

A special security lock in some locations prevents you from accessing more sensitive areas of a location. However, if you hack these routers (sometimes after you find an access code on a guard), you can access sensitive areas (usually a Nodal Hotspot or server room) within.

//// Car Alarms

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Hack to set off the alarm
Weaknesses: Can cause unwanted attention

Many vehicles across the city have car alarms, which automatically go off when you try stealing the vehicle and don't have the skill to disarm the alarm. During missions, these alarms can act as a distraction instead, but the citizens can alert the police if they see you breaking a car window.

//// Conveyer Belt

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Moves logs or wood stacks forward and back
Weaknesses: rarely used

The Pawnee lumber mill has two large conveyor belts: one flat with treated lumber and the other pitched with logs to be cut from the river. Either of these can be activated to act as a distraction or to catch an enemy on the belt to move them along, perhaps into your line of sight or melee-strike range if you're hiding.

//// Display Platform

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Rotates around 90 degrees forward and back
Weaknesses: Limited use

This is only available at the Mad Mile car showroom and functions as movable cover, enabling you to stay hidden behind a car as it rotates and out of sight of a patrolling foe if you're adept at moving it back and forth. This can act as a distraction too.

//// Forklift

Amount Available: NUMEROUS
Battery cost: None
USEFULNESS:
How Used: Forklift contents rises up and down
Weaknesses: Slow

This is a key distraction tool in many missions, as it simply enables you to activate the vehicle's payload arms, raising them or dropping them and the pallet contents too. You can climb to higher areas or use this as a distraction, attracting more foes the more you activate it.

//// Joseph DeMarco Sculpture

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Sculptural sections move up and down
Weaknesses: very little tactical use

This interesting set of undulating light boxes very occasionally has enemies using it as cover. Move it to shoot through the rising and falling sections. Otherwise, this is simply an interesting take on modern art.

//// L-Train

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Hack the train to stop and start it
Weaknesses: Limited maneuverability

When you have the appropriate skill, you can stop an L-train at its station and commandeer it. Ride the roof of the train for a greater feeling of excitement! Use trains to flee from pursuers, though police helicopters can easily keep up.

//// Lighthouse Lamp

Amount Available: Unique
Battery cost: None
USEFULNESS:
How Used: Lights the lamp up or switches it off
Weaknesses: Rarely used

The Windy City Lighthouse out in the eastern waters has a lamp at the top of the tower. You can turn this off and on. It sees some action during the latter stages of the main missions, but otherwise doesn't affect the seafarers.

//// Protector (Cable Junction)

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Rises up as cover, or down again
Weaknesses: Enemies can use it if you leave it upright

These cable protectors are on the ground and roofs of some structures, and provide an excellent cover opportunity. However, foes can use them too (so close them to stop this or coax them as a trap). Close them if you're going to be driving over the area later, as they block vehicles.

//// Satellite Antenna

Amount Available: Very Rare
Battery cost: None
USEFULNESS:
How Used: Move dish and attached walkway to access walkways
Weaknesses: Convoluted, only used once

The ctOS tower in Pawnee has two large satellite dishes, each attached to a curved walkway with a gangplank at one end. When you access an antenna, both dishes move from one position to another; these are used to navigate across the walkways during a mission.

//// Solar Panels

Amount Available: Rare
Battery cost: None
USEFULNESS:
How Used: Rotates around 90 degrees forward and back
Weaknesses: Limited use

These make good cover options during an infiltration, allowing you to change cover direction to hide from a patrolling foe or exposing a foe using it as cover himself. But you can expose yourself too! You may also be able to see more scenery options while in a different position.

//// Switch Console

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Simply hack it to access ctOS Server
Weaknesses: Sometimes convoluted method to access this

These are used on almost every mission and activity you engage in, and are all over the city; they connect (sometimes via a hotspot node) to a ctOS server or internal camera and are critical to unlocking and intruding.

//// Vending Machine

Amount Available: NUMEROUS
Battery cost: NONE
USEFULNESS:
How Used: Cans fall out of the exit flap
Weaknesses: Only used effectively once

If you need to attract a foe, think of the vending machine as dispensing the same kind of tactical effectiveness as a lure, except in a static location. Out clatters a cluster of cans, making a noise loud enough to attract a guard or two. Then leave a proximity IED or step out from behind cover and remove the threat. Or, if there are no threats, be on your way.

//// Wi-Fi Speakers

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Hack to gather or change the music to your liking
Weaknesses: Only helpful to music listeners

Wi-Fi speakers are generally found in newsstands and stores, and you can hack them to change the music to a song from your Media App, or use SongSneak to add the song to your collection.

/// VEHICULAR BARRICADES

//// Bollards

Amount Available: Numerous
Battery cost: 1
USEFULNESS:
How Used: raised to block pursuers or targets
Weaknesses: You can drive around or through

Bollards are metal poles, usually placed at the entrance to side streets or cobblestone pavements. Vehicles are stopped dead if they crash into them, though they may be launched upward if on top of them when activation occurs.

//// Road Barrier

Amount Available: Uncommon
Battery cost: 1
USEFULNESS:
How Used: raised to block pursuers or targets
Weaknesses: You can drive around

A large metal block, usually with a second block on the opposite end of a road with a second barrier. Vehicles are stopped dead if they crash into the raised side (the other side acts more like a ramp).

//// Road Barrier (Rail Line)

Amount Available: Uncommon
Battery cost: 1
USEFULNESS:
How Used: raised to block pursuers or targets
Weaknesses: You can drive around

A road barrier is a large metal block, usually with a second block on the opposite side in the case of rail tracks, with a barrier. Vehicles are stopped dead if they crash into the raised side (the other side acts more like a ramp).

//// Road Spikes

Amount Available: Numerous
Battery cost: 1
USEFULNESS:
How Used: Raised to block foes and burst tires
Weaknesses: Easy to drive over them yourself

This is another excellent offensive technique to use during chases; raise these when following or being chased by a foe. They are stopped and their tires usually burst, impeding them greatly.

//// Steam Pipe

Amount Available: Numerous
Battery cost: 2
USEFULNESS:
How Used: detonates and blows up street section
Weaknesses: collateral damage

Detonate this just before a target vehicle or enemy moves over it. This usually wrecks the vehicle instantly and may throw it violently along the street. Extremely effective and dangerous, so avoid being near the explosion!

//// Traffic Lights

Amount Available: Numerous
Battery cost: None
USEFULNESS:
How Used: Change lights to slow target down
Weaknesses: civilian vehicles needed for impact

Changing the lights ahead or behind you from green to red (or red to green) causes civilian vehicles to block the road and usually slows your target right down, but only if you're in a particularly crowded or narrow junction.

/// ADDITIONAL: FUN HACKS

//// Electronic Signs

Amount Available: NUMEROUS
Battery cost: 1
USEFULNESS:
How Used: HACK TO SHOW HACKER MESSAGE
Weaknesses: LIMITED USE

You can hack signs on freeways or in ctOS centers to display a predetermined (and mildly offensive) hacker message. This doesn't really affect enemies while driving, but if you're infiltrating a location, the sign lighting up can cause enemies to investigate, like a car alarm or other scenic attraction. Messages are usually humorous too. Don't forget to use the ctOS Mobile App and write your own messages on your opponent's signs!

//// Fun Hacks

Amount Available: Numerous
Battery cost: NONE
USEFULNESS:
How Used: Piques the interest of the easily entertained
Weaknesses: More for amusement than tactical help

Scattered around Chicago are a variety of toys, mechanical animals (such as this comedic fish), and other oddities designed to entertain (and attract foes if you trigger the device when they are nearby). Have you found all the different varieties? These are collectively known as "fun hacks" and are a small, entertaining diversion from your main tasks.

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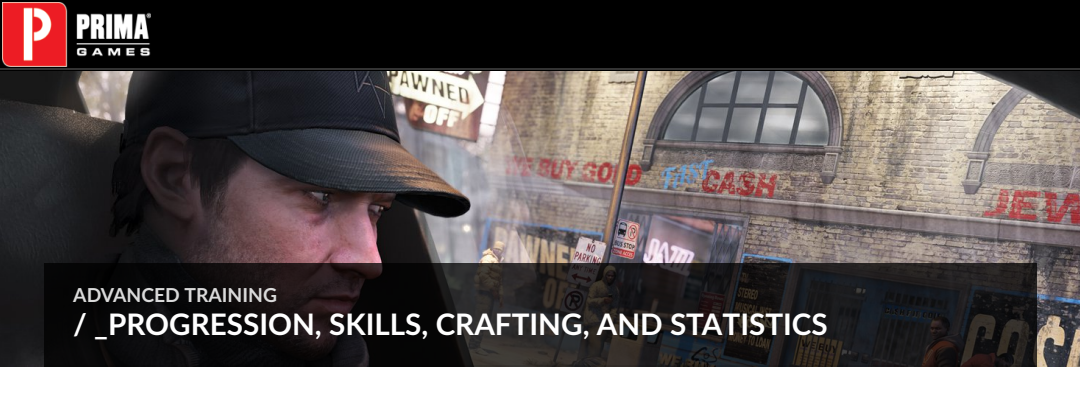

ADVANCED TRAINING

/ _PROGRESSION, SKILLS, CRAFTING, AND STATISTICS

Video is restricted

Welcome to the Progression, Skills, and Statistics chapter. This guides you through the advancements you make as you continue your investigations throughout Chicago. There is information on level progression, your Reputation, and all the types of skills you can acquire. All of this is accessible via updates on your screen and on the Progression, Skills Tree, and Statistics Apps on your smartphone.

/ PROGRESSION

Through the Progression App on your smartphone tile, you can access the Progression menu and look at every major aspect of the game that is tracked. This tech tree segments all your activities into various sections. All the similar activities are grouped by name, and completing everything on this page gives you a fabled "100%" rating, meaning you've finished everything in the game. The following activities are grouped together:

- **Main Missions:**All Campaign missions, from Act I to V.
- **Side Missions:**All criminal convoy, crimes detected, Fixer contracts, and gang hideouts.
- **Investigations:**All five investigations, involving some collectibles.
- **Collectibles:**Items to gather; ctOS breach and towers, privacy invasion, SongSneak, Audio Logs, and city hotspots.
- **Online Contracts:**All multiplayer tailing, races, hacking, and decryption.
- **Minigames:**Fun activities including shell games, poker, NVZN, drinking, chess, and Cash Run games.

Open any of the "branches" on this tech tree, and you can see how the individual sections break down. In this example of Act I of the main missions, you can see that finishing five missions unlocks a second tier of upgrades, and finishing all nine missions in this act awards you with an Achievement. This is the way to keep track of what you need to accomplish in the game.

Tip

Before you start playing, scrutinize these menu branches so you can work on completing the various sections at the same time as others, rather than focusing on just one branch. For example, it's worth playing a few main missions, but also completing five gang hideouts at the same time so you can unlock the Rapid Reload skill and a branch of the Skill Tree. Also look for rewards you're particularly keen on having, such as a unique weapon, and focus on finishing those; that way you can go back to other missions with a better set of equipment or vehicles.

/ SKILLS

Throughout your adventure, you acquire Skill Points under the following circumstances:

Action	Skill Points Awarded	Total
Completing Act I / 1: Bottom of the Eighth	6	6
Completing Act I / 5: Open Your World (once all ctOS Control Centers are unlocked)	5	5
Leveling up (Levels 1–10)	1x10	10
Leveling up (Levels 11–44)	2x34	68
Leveling up (Levels 45–50)	3x6	18
Completing Gang Hideouts (per hideout)	2x15	30
Grand Total: 137		

These are transferred into meaningful advancements at the Skills menu. Here, you can choose one of three types of skills to purchase, and test out your improvement in one of these three disciplines. Some skills cost more than one point, and others require you to complete certain parts of the main missions or a minigame, so you may need to wait in order to purchase high-priced skills. There are 52 skills. Some cost 1 point, and some cost 2, 3, 4, or 5 points. With the various points cost, all of that totals 137. which is how many skill points you are awarded if you do everything in the game. How they all unlock is detailed below.

Reading these tables:

Branch: This shows which part of the Skill Tree the skill is located.

Tier: Skills are either 1st or 2nd tier; 1st-tier skills are available immediately. 2nd-tier skills are available once you complete Main Mission Act I / 5: Open Your World.

Skill Name: The name of the skill as it appears on your screen.

Points Cost: How many points the skill costs to acquire.

Prerequisites: Whether another skill on the tree must be bought before this one, and other special instructions (see below).

Here is what the asterisks in the tables mean:

*** 2nd-tier skills require you to complete Act I / 5:** Open Your World to be accessible.

**** Indicates this skill requires a side mission, minigame, or city game to be completed to some degree.**

/// DRIVING SKILLS

Branch	Tier	Skill Name	Points Cost	Prerequisites
Middle (1 of 1)	1st	Car Unlock	1	None
Middle (1 of 1)	1st	Defensive Driver	2	Car Unlock
Middle (1 of 1)	2nd	Precision Driver	3	Defensive Driver
Middle (1 of 1)	2nd	Escape Artist	5	Precision Driver
Middle (1 of 1)	2nd	Off-Road Driver	3	Defensive Driver
Middle (1 of 1)	2nd**	Offensive Driver	5	Off-Road Driver, Complete 5 Fixer Contracts
Total	–	Driving Skills (6)	19	–

/// HACKING SKILLS

Branch	Tier*	Skill Name	Points Cost	Prerequisites*
Left (1 of 3)	1st	Hacker's Tool Kit	0	None; initially available
Left (1 of 3)	1st	ATM Hack Boost	3	None
Left (1 of 3)	2nd	Profiler Optimization	4	ATM Hack Boost
Left (1 of 3)	2nd	ATM Hack Boost Plus	5	Profiler Optimization
Left (1 of 3)	1st	Extra Battery	1	None
Left (1 of 3)	2nd	Extra Battery II	3	Extra Battery
Left (1 of 3)	2nd	Extra Battery III	5	Extra Battery II
Middle (2 of 3)	1st	Utilities	0	None
Middle (2 of 3)	2nd	Disrupt Enemy Comms	2	None*
Middle (2 of 3)	2nd	Disable Reinforcement Calls	5	Disable Enemy Comms
Middle (2 of 3)	1st	L-Train Control	1	Utilities
Middle (2 of 3)	1st	Transformers	3	L-Train Control
Right (3 of 3)	1st	Traffic Lights	0	None; initially available
Right (3 of 3)	1st	Gates & Garages	1	Complete Main Mission: Bottom of the Eighth; automatically awarded
Right (3 of 3)	1st	Bridges	1	Gates & Garages
Right (3 of 3)	2nd	Steam Pipes	2	Bridges
Right (3 of 3)	2nd	Disable Helicopter	2	Gates & Garages
Right (3 of 3)	2nd	Improved Disable Helicopter	3	Disable Helicopter
Right (3 of 3)	1st	Blockers	1	Gates & Garages
Right (3 of 3)	2nd	Road Spikes	2	Blockers
Total	–	Hacking Skills (20)	45	–

/// COMBAT SKILLS

Branch	Tier*	Skill Name	Points Cost	Prerequisites*
Left (1 of 3)	1st	Focus	1	None
Left (1 of 3)	2nd	Stealth Sprint	4	Focus
Left (1 of 3)	2nd	Critical Focus	5	Stealth Sprint, Complete 1 Criminal Convoy
Left (1 of 3)	2nd	Improved Focus	2	Focus
Left (1 of 3)	2nd	Slowed Focus	3	Improved Focus
Left (1 of 3)	2nd**	Maximized Focus	5	Slowed Focus, Complete 10 Chess Puzzles
Middle (2 of 3)	1st**	Quick Switch	1	Catch 1 criminal through the Crime Detection System
Middle (2 of 3)	2nd	Pistol Expert	2	Quick Switch
Middle (2 of 3)	2nd	Shotgun Expert	3	Pistol Expert
Middle (2 of 3)	2nd	Sniper Rifle Expert	5	Shotgun Expert
Middle (2 of 3)	2nd**	Auto Weapons Expert	5	Shotgun Expert, reach Wave 5 in NVZN
Right (3 of 3)	1st	Steady Aim	1	None
Right (3 of 3)	2nd	Demolitionist	3	Steady Aim
Right (3 of 3)	2nd	Expert Demolitionist	4	Demolitionist
Right (3 of 3)	2nd	Enforcer Combat Take Down	5	Expert Demolitionist
Right (3 of 3)	2nd	Bullet Resistance	2	Steady Aim
Right (3 of 3)	2nd**	Blast Resistance	3	Bullet Resistance
Right (3 of 3)	2nd**	Rapid Reload	5	Blast Resistance, Complete 5 Gang Hideouts
Total	–	Combat Skills (18)	59	–

/// CRAFTED ITEMS

Branch	Tier*	Skill Name	Points Cost	Prerequisites*
Middle (1 of 1)	1st	Lure	0	None
Middle (1 of 1)	1st	Jam Coms	1	Lure
Middle (1 of 1)	2nd	Blackout	1	Jam Coms
Middle (1 of 1)	2nd	ctOS Scan	3	Blackout
Middle (1 of 1)	2nd	Focus Boost	2	Lure
Middle (1 of 1)	1st	Frag Grenade	1	Lure
Middle (1 of 1)	2nd	IED	2	Frag Grenade
Middle (1 of 1)	2nd	Proximity IED	3	IED
Total	–	Crafted Items (8)	9	–
Grand Total	–	**All Skills (52)**	**137**	–

In order to access every skill, you need to:

Complete Main Mission Act I / 1: Bottom of the Eighth: Hacking // Gates & Garages.

Complete Main Mission Act I / 5: Open Your World: All 2nd-tier skills.

Catch 1 criminal through the Crime Detection System: Combat // Quick Switch.

Complete 1 Criminal Convoy: Combat // Critical Focus.

Complete 5 Fixer contracts: Driving // Offensive Driver.

Complete 5 Gang Hideouts: Combat // Rapid Reload.

Achieve 3 Gold ratings in Cash Run: Combat // Blast Resistance.

Complete 10 chess puzzles: Combat // Maximized Focus.

Reach Wave 5 in NVZN: Combat // Auto Weapons Expert.

Make finishing these tasks a priority to obtain the largest number of skills at the earliest possible time. Of course, you should also prioritize the skills that interest you. Remember that completing these tasks means the skill becomes available to purchase but isn't unlocked; you still need Skill Points to acquire it! Finally, in order unlock every skill, you need to acquire a total of 137 points.

Note

Are you interested in Notoriety skills? Then consult the Online Missions chapter, which breaks down the skills awarded for that game mode.

_DRIVING SKILLS

SIX SKILLS // 19 SKILL POINTS REQUIRED

These take up a part of your skills tree menu and are color-coded yellow. They improve your driving proficiency when you're at the wheel of any vehicle, including improvements to stealing. There is one branch and six skills.

_CAR UNLOCK

Point Cost: 1

Requirements: None

- Automatically disables vehicle alarms and unlocks doors.

If you've ever wrestled with a car door and driven away with an alarm blaring while attracting unwanted attention, then this skill is for you. You need to purchase it before taking more potent skills, but this is extremely helpful if you need to leave in a hurry (you can more swiftly get into a parked vehicle and flee), without attracting enemies to your location. Unlock this immediately, unless you want to steal bikes for the rest of your career!

_DEFENSIVE DRIVER

Point Cost: 2

Requirements: CAR UNLOCK

- Reduces damage taken from collisions. You take approximately 75% of normal damage.

This becomes extremely helpful during any mission type where a vehicle plays a large role in shunting an enemy car off a road (e.g., Fixer or Convoy contracts). Or, if you're riding the Pawnee trails on a bike and hit a tree, you won't end up sprawled in an embarrassing death crumple. You can now be more reckless in your aggression toward other road users.

_PRECISION DRIVER

Point Cost: 3

Requirements: Defensive Driver, 2nd-tier skill

- Tires have a lower chance of blowouts. The first two times a tire would blow out, it doesn't. It only blows out on the third time.

When you're jostling with a foe in a vehicular battle, or you're making a series of obscene turns to avoid cops, or you're driving past police spike traps or over lowered traps, there's an increasingly large chance that one or more tires will burst, rendering your vehicle useless. This skill won't make your tires impervious to spikes, but it lowers the chances of exploding tires in most circumstances. This is useful when you're unable to switch vehicles or when you have too many enemies in pursuit to safely switch.

_ESCAPE ARTIST

Point Cost: 5

Requirements: PRECISION DRIVER, 2nd-tier skill

- Improves the stealth capabilities of Hide-in-Car. Effective when evading choppers. Distance at which the enemies spot you is approximately 75% of normal distance.

This decreases the diameter of the area in which enemies can spot you if you're hidden in a vehicle (except bikes). This also allows you to hide from helicopters. However, the points cost is very steep (compared to the single point it takes to make your own Jam Coms, which have arguably better benefits). Do you use the Hide-in-Car ability often? Then this takes it to the ultimate level and makes escaping the police a lot easier and less reckless, albeit with more stopping and starting.

_OFF-ROAD DRIVER

Point Cost: 3

Requirements: DEFENSIVE DRIVER, 2nd tier skill

- Improves off-road handling (grass and dirt). A factor of approximately 0.2 is applied on friction.

It isn't wise to take a luxury vehicle up a grassy hill and expect exact driving, but your progress is much improved with this skill. However, for off-road vehicles and bikes, this enables you to drive without worrying about fishtailing or oversteering when the tarmac turns to mud. Obviously, this is helpful in more remote areas like Pawnee, and some areas like the Millennial Park and some of the more remote areas of the Wards and Brandon Docks. If you love trail bikes and SUVs, pick this skill.

_OFFENSIVE DRIVER

Point Cost: 5

Requirements: OFF-ROAD DRIVER; Complete five Fixer Contracts

- Causes more collision damage to enemy vehicles. Damage is approximately 125% compared to normal.

This is a must-have skill if you want quick and violent takedowns of enemies you're targeting in a vehicle. If shunting, ramming, and prodding into a crash is your favored method of foe disposal, this helps your cause immensely. Ram a vehicle at speed and head-on (using your Focus to ensure accuracy) and, depending on the vehicle you're in, you can cause an instant engine fire, crippling a foe before they can escape. This helps during Convoy missions with multiple targets.

_HACKING SKILLS

20 SKILLS // 45 SKILL POINTS REQUIRED

These take up a part of your skills tree menu and are color-coded blue. They offer an excellent variety of improvements to the way you interact with the environment and the technology you utilize during missions. There are 3 branches and 20 skills.

_HACKER'S TOOL KIT

Point Cost: 0

Requirements: None, initially available

BATTERY SLOT COST: 1 (Except for grenade hack, which is 2)

- Several hacking exploits that help with combat, stealth, and surveillance. Included is the ability to ghost into the ctOS security cameras to scout any area.

You begin with the ability to hack Smartphones and laptops, locks on doors, construction equipment (carriers, cranes, forklifts, lifts, and protectors), security camera controls, certain enemies (temporarily), and grenades carried on certain enemies

With the ability to raise protectors (metal ground plates that you can hide behind during battle), you have the flexibility of extra cover. With a phone, you can attract a foe with a cackling threat. With a forklift to activate, you can coax enemies to wander in and wonder how the machine is moving, after which you can sneak past or dispatch them. Or, you can climb onto the pallet the forklift was carrying. With a crane, you can drop a heavy container on your foe in a spectacular and deadly kill. Construction and scissor lifts allow access to high levels. Container carriers can be raised and lowered for the same purpose. You have a reasonable amount of power to begin with; now accrue even more!

It's also well worth mentioning the two different hacks you can try on any enemies you meet, which makes confrontations a whole lot easier. Though this only affects enemies randomly (meaning you might not be able to hack the same enemy if you replay a mission) and affects only one in three foes, you can try the following enemy hacks:

Distract foes by sending them a text message, which they read, allowing you to move by them for around three seconds before they look up again. This is great if a foe is in your way or you want to move past them (or around to melee-strike them) and still remain silent.

Hack the grenade carried on a foe, rigging it to explode. This costs two battery slots and incapacitates the foe for around three seconds as he fumbles with the live grenade, sometimes throwing it and sometimes holding it as it explodes (there's a kill about half the time). Obviously this alerts all foes (though not necessarily to your presence, if you hack via a camera or at a distance). Both enemy hacks can be incredibly helpful.

_ATM HACK BOOST

Point Cost: 3

Requirements: None

- Increases the amount of money gained (x2.5) when hacking bank accounts at ATMs.

If you're in a hurry to make money, this gathers more than two times the normal amount of cash you can receive when you hack citizens exhibiting the "Bank Account" icon when you profile them. The points cost is steep, though, so you should weigh whether unlocking two or three crafting items is a better expenditure; do that, and you'll need to work more than twice as hard when siphoning cash from ATMs. If you hack cash frequently, take this.

_PROFILER OPTIMIZATION

Point Cost: 4

Requirements: ATM Hack Boost, 2nd-Tier Skill

- Automatically highlights (with a blue square cursor) civilians with high-value rewards. Press your Profile button to activate the Profiler and learn more about the targeted civilian.

Before, once you unlocked a ctOS control center, the citizens you hacked provided a huge amount of information that you probably weren't interested in. With this skill, you can target only those with a blue cursor on them. These high-value targets (which offer performance cars, rich bank accounts, and system keys) are automatically displayed, even if your Profiler is off! A great way to quickly find the variety of useful information and items.

_ATM HACK BOOST PLUS

Point Cost: 5

Requirements: Profiler Optimization, 2nd-Tier Skill

- Increases the amount of money gained (x4.5) when hacking bank accounts at ATMs.

This is the same skill as the previous ATM hack boost, but with even more potency. You can steal tens of thousands of dollars from Chicago's population (and easily find them, too, thanks to Profiler Optimization). If you're really focused on getting as much cash as possible, take this. However, you need a lot of skill points, and you may wish to spend five points on a skill better suited to stealth or combat.

_EXTRA BATTERY

Point Cost: 1

Requirements: None

- Adds an additional battery slot.

Certain powerful ctOS exploits, such as detonating steam pipes and raising blockers, take up battery power from your smartphone, and having an additional battery bar is extremely useful if you want to use more than one exploit during a specific mission before your smartphone recharges.

_EXTRA BATTERY II

Point Cost: 3

Requirements: Extra Battery I, 2nd-Tier Skill

- Adds an additional battery slot.

This enables you to achieve more powerful and spectacular hacks with the scenery in one mission before your smartphone recharges. And if you gained extra batteries by obtaining an exclusive skill, then you have even more juice!

_EXTRA BATTERY III

Point Cost: 5

Requirements: Extra Battery II, 2nd-Tier Skill

- Adds an additional battery slot.

This enables you to achieve the most powerful and spectacular hacks with the scenery in one mission before your smartphone recharges. Five points for one extra battery bar is a little steep for some, though; just think of the crafted items or weapon proficiency you could obtain with those skill points!

_UTILITIES

Point Cost: 0

Requirements: None

- Hold your Profile button to overload building utilities and create explosions.

Whether you're hacking a junction box, vault transformer, or steam regulator, this is an extremely handy option to have during missions where you're exploring a location. This can knock a foe off their feet (and very rarely kill them)—good if you're chasing a foe and need to catch up. It's also helpful during more clandestine activities, when you want to draw an enemy to a particular area while you slip by elsewhere.

_DISRUPT ENEMY COMMS

Point Cost: 2

Requirements: None, 2nd-Tier SKILL

BATTERY SLOT COST: 1

- Disrupt the enemy by hacking into their helmet's communications equipment.

This is one for the clandestine operator, who favors stealth over slaughter: Hack the helmet of any foe showing this over their heads, and a shrill crackle pierces their heads. They become immobile for a few seconds, long enough for you to sneak past or run up and melee-strike them. This essentially turns them blind during this time, which is extremely helpful if the foe is blocking your path. However, there are other ways to remove a foe (including nonviolent methods such as lures), and only some enemies have this shortcoming, so it doesn't work on everyone.

_DISABLE REINFORCEMENT CALLS

Point Cost: 5

Requirements: Disable Enemy Comms, 2nd-Tier Skill

BATTERY SLOT COST: 2

- Disable the enemy's ability to call reinforcements.

Though extremely pricey, this skill can stop an infiltration gone wrong from getting completely out of hand. A hack appears over every Shot-Caller (enemies that can call in reinforcements), and after a simple hack, they are unable to bring in more foes. This is great if you're in danger of being overrun, want to complete a mission quickly and easily, or are low on ammunition (or general competence). It's less helpful when you realize the cost to unlock it, the fact that only Shot-Callers are affected, and that sometimes you actually want more foes to appear (especially if you're on a killing spree for the XP!).

_L-TRAIN CONTROL

Point Cost: 1

Requirements: Utilities

- Press your Profile button to stop or start L-trains and escape your enemies.

Elevated trains can be controlled with this simple hack app. You can board or climb onto the roof of any L-train (usually after fleeing up into a station), and then set it off to move to the next station, losing any foes in the process. This is handy when escaping, though this plan is usually overlooked in favor of one of the many other escape options. It does come in handy if you're driving along a track and want to switch to a more leisurely ride. It also works in multiplayer, which can help you during those very infrequent races along railroad tracks.

_TRANSFORMERS

Point Cost: 3

Requirements: L-Train Control

BATTERY SLOT COST: 1

- Hold your Profile button to overload box and post transformers and create large electrical explosions. The resulting blackout will conceal you from enemies at night.

This works on transformer poles and ctOS boxes, and the resulting blackout is incredibly helpful for allowing you to flee from an area unnoticed or to start melee-striking without enemies seeing you. It's completely useless during daylight hours (aside from the damage it causes to foes standing nearby), making this an expensive skill that works wonderfully but doesn't have the versatility of other similar skills.

_TRAFFIC LIGHTS

Point Cost: 0

Requirements: None, initially available

BATTERY SLOT COST: 1

- Hold your Profile button to redirect traffic signals and cause accidents. Press the Profile button while the blue diamond flashes to take out vehicles.

Though this sometimes only slows down a foe or doesn't work at all, depending on the number of vehicles at the lights and whether you have right of way, you can seriously impede a chase by utilizing this functionality. Change the lights under normal conditions, but remove threats entirely when the blue diamond appears. This is very handy due to the sheer number of traffic lights you can try this at, especially in more densely populated areas.

_GATES & GARAGES

Point Cost: N/A

Requirements: Complete Main Mission Act I / 1: BOttom of the Eighth, automatically awarded

- Hold your Profile button to open or close gates and garage doors.

You automatically receive this skill after your first main mission, and this allows you to access the most basic of ctOS hackable scenery. Open gates and garages to access shortcuts, and remember to close gates behind you to stop foes during pursuits, and close garages if you want to hide inside.

_BRIDGES

Point Cost: 1

Requirements: GATES & GARAGES, 2nd-Tier Skill

- Hold your Profile button to open or close the city bridges.

This enables you to raise or lower most city bridges. Suspension bridges lift vertically, which can cause you to crash into the opposite supports or drive into a river in the gap where the bridge was; make sure this is your adversary and not you! You can also drive on suspension bridges, hack to lift the bridge up, step out, gaze down at foes below, and start dropping grenades on them.

Swing bridges simply rotate horizontally, so time the bridge movement so you reach the entrance without needing to stop or overshoot. Trap foes on swing bridges while they are on it!

Drawbridges are most common and create a ramp over the middle, which is great if you enjoy spectacular jumps but less great if you move too slow and drop through the middle; get a good run-up. All these bridges will stall pursuing vehicles, making this extremely useful when chasing or fleeing by vehicle.

_STEAM PIPES

Point Cost: 3

Requirements: Bridges, 2nd-Tier Skill

BATTERY SLOT COST: 2

- Hold your Profile button to overload steam pipes beneath the city streets and cause explosions. Press your Profile button while the blue diamond flashes to take out vehicles.

This is amazingly violent but utilizes two bars of your smartphone's battery. Your timing must be right for the steam pipe to explode and for it to hit the target vehicle. Use your Focus to ensure this happens. This ends chases whether you're the instigator or the pursued. It can also kill enemies running close to the steam pipe, which is versatile. Just be careful you aren't on a collision course, as your vehicle can explode (and be sent flying) if you blow a steam pipe you're under. Otherwise, this is a must-have skill that can turn the tide in online races too!

_DISABLE HELICOPTER

Point Cost: 2

Requirements: Gates & Garages, 2nd-Tier Skill

BATTERY SLOT COST: 2

- Disable helicopter for five seconds.

When you're being hounded by the police and don't have the time (or want to take the Rep hit) to shoot the marksman standing on the side of the police helicopter, disable it for five seconds. This is usually enough time for you to dash into cover and hide, so that when the chopper returns, it can't find you. This aids in your escape but is obviously only useful when you're being pursued from the sky. Of course, there are other low-cost methods of fleeing from the police chopper—evasive maneuvering, blackouts, or Jam Coms, or simply hiding under a bridge.

_IMPROVED DISABLE HELICOPTER

Point Cost: 3

Requirements: Disable Helicopter, 2nd-Tier Skill

BATTERY SLOT COST: 2

- Disable helicopter for ten seconds.

As long as you utilize the skill at the appropriate time—when the chopper is pursuing you but ground forces haven't seen you and aren't chasing you—there's usually ample time to dive into cover. Remember you can use this during the ctOS Mobile App games, too, which makes the steep cost almost worthwhile. However, when you consider all the time you're not being chased by a chopper, the skill doesn't quite have the return on investment of other five-point options.

_BLOCKERS

Point Cost: 1

Requirements: Gates & Garages

BATTERY SLOT COST: 1

- Hold your Profile button to raise or lower the city blockers. Press the Profile button while the blue diamond flashes to take out vehicles.

Whether you're raising the security poles (bollards) or the ramped metal blocks, this is great way to end a chase, especially if the police are on your tail. This is well worth a purchase, as you can block a foe ahead of you or behind, depending on your situation. If bollards are raised and you're on a bike, you can squeeze through the gaps between the poles, while your pursuers are caught in a nasty crash.

_ROAD SPIKES

Point Cost: 2

Requirements: BLOCKERS, 2nd-Tier Skill

BATTERY SLOT COST: 1

- Hold your Profile button to raise or lower the city road spikes. Press the Profile button while the blue diamond flashes to take out vehicles.

Spikes appear at entrances across the city and usually feature a barricade. Not only does this stop vehicles, but it also ruins their tires—including your own if you're foolish enough to drive over a spike strip you just raised! Otherwise, this is similar to the blocker; use it on foes in vehicles you're pursuing or fleeing from.

_COMBAT SKILLS

18 SKILLS // 59 SKILL POINTS REQUIRED

These take up a part of your skills tree menu and are color-coded dark blue. They refer to the advancements you can make in the field of violent retribution; these skills add to your aim, explosives knowledge, and focus.

_FOCUS

Point Cost: 1

Requirements: None

Focus Time: 4 Seconds

- This allows you to start and stop your Focus, slowing down the perception of time to approximately 10% normal speed. Focus can be used while driving to hack more effectively.

This ability is extremely useful; choose the skill immediately. Test it out during noncombative situations, such as when you're driving past a hackable object, and use it to help increase your dexterity during non-Focused occasions, such as by driving past the same object in "real time" and seeing if you can hack it before you pass or lose control.

During combat, this comes into its own, as you can easily aim and shoot at a specific body part of a foe (usually the head), an area of a vehicle (the windshield or tire), or a hackable object (some of which you can detonate with a bullet instead of your smartphone). Utilize this only when you're in danger, and use it often. Add additional Focus by purchasing drinks at businesses.

_STEALTH SPRINT

Point Cost: 4

Requirements: Focus, 2nd-Tier Skill

- Sprinting has a reduced detection radius. Normal value is 20 meters. With this skill, it becomes 2 meters.

This is an amazing ability when you're infiltrating an enemy compound and want to sprint around but don't want to attract attention. Usually, the noise alone would alert foes within 20 meters. With this skill, that sound is reduced to only two. Obviously you can still be seen, but if you want to quickly and effectively rush to a hiding position or to a melee takedown without being spotted, this is amazingly helpful. Obviously, if you're not keen on stealth infiltrations, this isn't the skill for you.

_CRITICAL FOCUS

Point Cost: 5

Requirements: Stealth Sprint, Complete 1 Criminal Convoy, 2nd-Tier Skill

- Replenishes Focus when health is critically low. Focus bar is refilled by approximately 35% per second during this time.

The requirements are extremely straightforward, and the advantage is most helpful as long as you use your Focus when you're literally seeing red. Don't simply give up and keel over; enter Focus mode and defeat or evade the foe you thought would end your days. This is almost as helpful as an extra life! Or, spend the five points on a variety of cheaper skills that would prevent you from getting into this predicament in the first place!

_IMPROVED FOCUS

Point Cost: 2

Requirements: FOCUS, 2nd-Tier Skill

- Increases Focus duration. Focus time +1.5 seconds (total of 5.5 seconds).

Once you've familiarized yourself with the benefits of Focus, it becomes even more entertaining to, say, aim at the heads of multiple foes and shoot them before they even have time to blink! You can also turn your Focus off and on in quick succession more often, which is handy when you're driving and need to find an alley to scoot down or more than one hackable object to waylay your foes with.

_SLOWED FOCUS

Point Cost: 3

Requirements: IMPROVED FOCUS, 2nd-Tier Skill

- Time moves slower when in Focus. Focus speed changes from 10% of normal time speed to approximately 5% of normal time speed.

Slowing down time is an obvious advantage, allowing an increased number of activities while at the same time limiting foes' movements. If you're caught in an ambush, have multiple threats to neutralize, need to shoot at enemy heads, and precisely lob a grenade, all before diving into cover, make sure you have more time on your hands.

_MAXIMIZED FOCUS

Point Cost: 5

Requirements: SLOWED FOCUS, Complete 10 Chess Puzzles, 2nd-Tier Skill

- Greatly increases Focus duration by another 1.5 seconds (total of 7 seconds).

This is the ultimate in time-slowing and may actually be unnecessary for your needs; if you find you're not using Focus as much as other actions affected by other skills or that the Focus duration you have currently is good enough, then purchase this only after choosing to optimize a different skill set. However, this shouldn't diminish the extreme advantages this skill gives you: a lengthy time frame to see how a fight or infiltration is shaping up and to plan a perfect battle, the sleight-of-hand cheats you can spot during a shell game, or even navigating difficult sections of a Cash Run!

Note

The maximum Focus you can achieve, with a drink from a business or newsstand and the Maximized Focus skill, is an amazing 11 seconds (7 from the skill, plus 4 from the drink)!

_QUICK SWITCH

Point Cost: 1

Requirements: CATCH 1 CRIMINAL THROUGH THE CRIME DETECTION SYSTEM

- Draw and swap weapons faster; approximately 75% of normal weapon switch speed.

When you're in the midst of a gun battle, every second counts. With this skill, you can speedily switch weapons and get the draw on the enemy more quickly, letting you expertly drop more foes. So, if it takes a second to switch weapons normally, with this skill it's only 3/4 of a second. To find out exact times, consult the weapons chart, and multiply the draw time by 0.75.

_PISTOL EXPERT

Point Cost: 2

Requirements: QUICK Switch, 2nd-Tier Skill

- Increases the rate of fire with pistols. Time between shots is approximately 75% of normal time.

This affects the semi-automatic "Support" class of weapons. Basically if it's carried one-handed and you shoot it, this skill allows you to fire it faster, peppering your foes with more bullets. If you generally prefer accurate firing and single-headshot takedowns, this isn't as useful. Another possible disadvantage is running out of ammunition more quickly, but this shouldn't dissuade you from purchasing it, as this skill can help drop a foe if you aren't relying on accuracy (e.g., you're ambushed, have no Focus, or multiple threats are approaching from all angles). To find out exact times, consult the weapons charts and multiply the rate of fire by 0.75.

_SHOTGUN EXPERT

Point Cost: 3

Requirements: PISTOL EXPERT, 2nd-Tier Skill

- Increases shotgun damage against vehicles by approximately 125%.

One of the best ways to halt a foe in a vehicle is with your boomstick. With this skill, it takes fewer rounds to impede an enemy driver and bring a Convoy mission or any other activity involving vehicles to a close. Enemies take more damage as the shotgun blasts cut through more metal, and vehicles take a pounding and become immobile more quickly, especially if you aim at the tires, windshield, and engine block. To find out exact damage ratings, consult the weapon charts, and multiply the damage by 1.25.

_SNIPER RIFLE EXPERT

Point Cost: 5

Requirements: SHOTGUN EXPERT, 2nd-Tier Skill

- Increases scope steadiness for sniper rifles. Sway is approximately 80% of normal.

If you enjoy the extreme-range takedown opportunities of weapons marked in the "Special" category, which aren't grenade launchers, but don't want a wobbly aim at longer ranges, choose this skill. It significantly steadies your hand, which is a must for anyone using a scoped weapon. However, if you prefer closer combat, this has limited usefulness. Take it if you're a well-rounded firearm fan. Remember to combine with Focus for even more accuracy.

_AUTO WEAPONS EXPERT

Point Cost: 5

Requirements: SHOTGUN EXPERT, Reach Wave 5 in NVZN, 2nd-Tier Skill

- Increases burst precision with all automatic weapons. This is approximately 66% of normal dispersion (Steady Aim is ignored for burst firing)

For assault rifles and machine guns, shots tend to cluster as range increases; this is significantly tamed with this skill, which is extremely handy in most combat situations. If you're attacking well-armored foes and need to ensure multiple headshots connect, or you're jumped by a group of Viceroys and have to cut each one down, one burst at a time, this skill helps you accomplish this task. If you favor any "Primary" class of weapon, lessen the recoil chart by 44%.

_STEADY AIM

Point Cost: 1

Requirements: None

- Decreases weapon recoil when firing any weapon. You feel only approximately 75% of normal recoil.

The weapons chart details how much of a recoil (or "kick") each weapon has. This is a useful skill, as it covers every firearm you own rather than a specific type. It increases accuracy, too, and can be unlocked relatively easily. Make this one of your first skills.

_DEMOLITIONIST

Point Cost: 3

Requirements: Steady Aim, 2nd-Tier Skill

- Increases amount of carried explosives by 2 (IEDs, proximity IEDs, and frag grenades) or 5 (lures).

Grenades, IEDs, and lures are all excellent projectiles to throw in addition to your regular guns. However, during long bouts of combat, the small number you can carry limits their usefulness. Not so with this skill; if you want to craft and lob two more grenades and IEDs (and you do), purchase this! This skill is much more helpful if you choose to craft explosive projectiles from the Crafted Items skills list.

_EXPERT DEMOLITIONIST

Point Cost: 4

Requirements: DEMOLITIONIST, 2nd-Tier Skill

- Increases amount of carried explosives by 1 (IEDs, proximity IEDs, and frag grenades) or 5 (lures).

Even more projectiles in your pocket means even more tactical help flushing out enemies behind cover, exploding vehicles with a well-lobbed grenade, or prepping more entrances with proximity IEDs in readiness for a mass set of trap-laying.

Tip

It's important to note just how many projectiles you can actually carry, once you've maximized your potential. Normally, you can't carry more than four frag grenades. But with the Demolitionist skill, this increases to five. With the Expert Demolitionist, this increases to eight. And if you've filled your slot with eight frag grenades and then fill up on components necessary to make more frag grenades, you have another six to craft on the fly, during a mission.

Projectile	Original Carrying Capacity	With Demolitionist	With Expert Demolitionist	With Components Ready
Lure	10	15	20	20 (+20)
Frag Grenade	4	5	8	8 (+6)
IED	4	5	8	8 (+6)
Proximity IED	4	5	8	8 (+6)
Total	22	30	44	44 (+ crafted items)

_ENFORCER COMBAT TAKEDOWN

Point Cost: 5

Requirements: Expert Demolitionist, 2nd-Tier Skill

- Take down Enforcers in combat.

Usually it takes a whole load of firepower to bring down the most frightening of enemies—the armored Enforcer. With this skill, you can bring this foe down with a melee attack just like the one you use on other foes (though it takes 1.5 times as long to drop the Enforcer). If you want options during combat, don't want to be powerless against an Enforcer in close quarters, and like to use stealth over explosives (the main way to topple an Enforcer), pay the price for this expensive skill.

_BULLET RESISTANCE

Point Cost: 2

Requirements: Steady AIm, 2nd-Tier Skill

- Reduces damage suffered from enemy bullets. You receive 75% of normal damage.

This is an obvious choice, as you'll be constantly fighting foes armed with guns. If you can shrug off more bullets before you find cover and rest to regain your health, you'll live longer! There's no downside to this, but you may wish to choose other skills first if you're playing a more stealthy game: If you sneak and melee-strike all your enemies without being spotted, this obviously isn't as handy. To figure out how much damage you save, look for the foe's weapon, and cross-reference it with the weapons chart, before multiplying it by 0.75.

_BLAST RESISTANCE

Point Cost: 3

Requirements: BULLET RESISTANCE, 2nd-Tier Skill

- Reduces damage taken from explosions. You receive 75% of normal damage.

It pays to purchase this, if only to unlock the Rapid Reload skill or figure out the basics of the Cash Run minigame. Explosions include hackable scenery you or your enemies detonate, as well as grenades and other exploding projectiles, exploding canisters and propane tanks, and vehicles after taking heavy damage. However, getting caught by such blasts is usually the result of poor planning (e.g., don't stand next to a propane tank during a firefight)!

_RAPID RELOAD

Point Cost: 5

Requirements: Blast Resistance, Complete 5 Gang Hideouts, 2nd-Tier Skill

- Improves reload speed of all weapons; 50% of the reload time.

Having a quicker time between emptying each chamber or clip only leads to good results (see the weapons chart for the reload speed of all your guns). You can target and drop foes more quickly, move to other targets before reinforcements arrive, and generally add a layer of competence to your firefights. This skill is very expensive, but it allows you to be at your best if you favor firepower in your infiltrations.

_EXCLUSIVE SKILLS

Aside from the skills you can earn through experience, there are skills you may obtain through Acquired Content (the various "Packs" exclusive to certain versions of the game or retailers). These bonuses don't show up on your Skills Tree and are instantly added.

_ATM HACK BOOST

Point Cost: 0

Requirements: Acquired content // The Palace Pack

- Immediately increases your cash rewards when hacking bank accounts. This increase is 0.25 to the multiplier.

For example, if no other ATM Boost skills are unlocked, the amount of cash is 125% of normal. This is the same bonus as the usual ATM Hack Boost in the Hacking Tree, and all the advantages apply here.

_BLUME WEAPON

Point Cost: 0

Requirements: Acquired content // Blume Agent Pack

- This reduces recoil on all shots. You feel only 90% of normal recoil. This is overridden if you purchase the Steady Aim skill.

This is a lower-potency version of the Steady Aim skill in the Combat Tree. As this skill is almost immediately overridden (as Steady Aim is available right away), it isn't the most helpful. But if you're concentrating on other skill types (such as crafting or hacking) and want at least a basic proficiency with a weapon, this works well.

_DEDSEC BATTERY BOOST

Point Cost: 0

Requirements: Acquired content // DedSec Shadow Pack

- Adds an additional battery slot.

This is identical to the "Extra Battery I" skill in the Hacking Tree, and all the advantages apply here.

_DRIVING MASTER

Point Cost: 0

Requirements: Acquired content // Club Justice Pack

- Gives 20% more hit points to your vehicles.

This is close to the Defensive Driver skill from the Driving Skill Tree, but instead of you receiving less damage from a crash, any vehicle you utilize is 20% tougher. This is an excellent skill, especially if you enjoy hijacking a security truck and ramming the police with it, or if you concentrate on using offensive maneuvers to stop a fleeing suspect in a car.

_SUPERIOR CAPACITY

Point Cost: 0

Requirements: Acquired content // SONY EXCLUSIVE MISSIONS

- Adds one to your battery slot.

This is identical to the "Extra Battery I" skill in the Hacking Tree, and all the advantages apply here.

_VEHICLE EXPERT

Point Cost: 0

Requirements: Acquired content // Breakthrough Pack

- Gives free and discounted vehicles in the Cars On Demand App. Car On Demand vehicles now cost 50% of the normal price.

This is an excellent skill if you constantly use the Car On Demand App (you want only the finest vehicles to drive instead of what's available near you on the streets). As some vehicles can cost thousands of dollars, you can save cash with this skill. However, many vehicles are free if you complete certain progression rewards, so this gradually becomes less and less useful (unless you have a vehicle you simply must use in every circumstance, and it costs a load to acquire).

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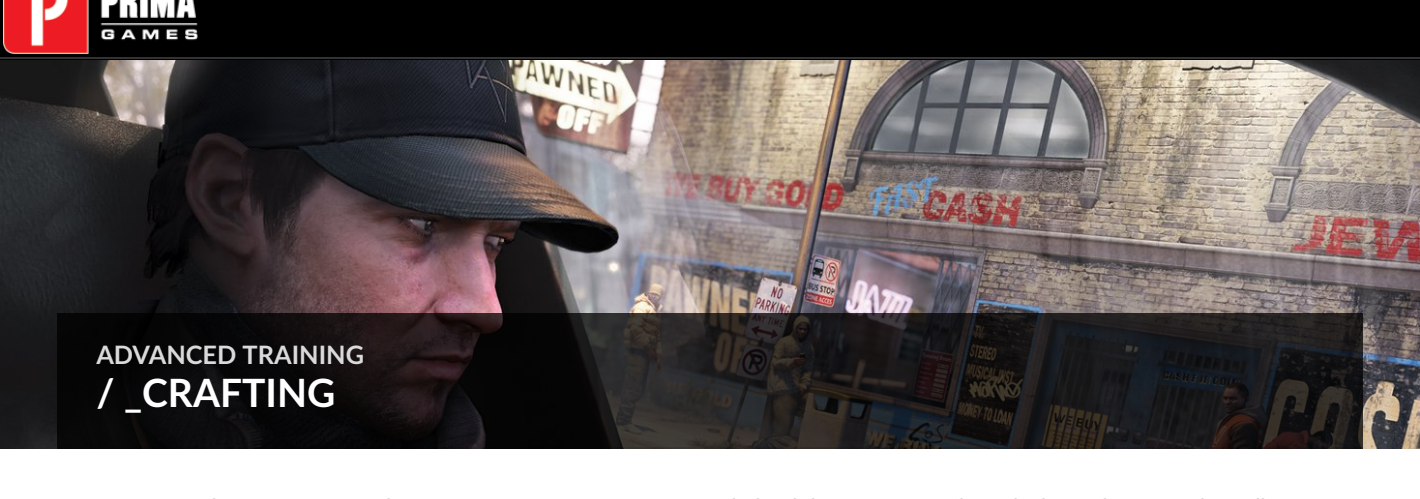

ADVANCED TRAINING

/ _CRAFTING

Crafting is the process of combining components into a variety of helpful devices: projectiles, which are thrown and usually explode or distract enemies, or tools, which help you out of a difficult situation or scan for information. Crafting is straightforward and well worth learning.

Video is restricted

// CRAFTING /// Crafting Components

There are five crafting components to gather during your time in Chicago. Obtain these as soon as you can. Find them in a variety of ways, but (aside from the system key), the easiest way is to purchase them from either pharmacies or pawnshops. System keys can be farmed by successfully completing Hacking and Tailing Online Contracts. Other ways to come across components include locating components lying around (usually during missions), hacking the general public (system key only), and finding bags or items of interest (nonexplosive components only).

Components

Component	Used to Craft	Cost	Description
Meds	Focus Boost	$200	Find these pills at any of the Pharmingtons pharmacies across Chicago. They are used for just one tool type, so you should only buy them if you use Focus a lot. When gathering them, note that meds look like a pill bottle with a white lid, but Focus Boost Plus (which you can also find during missions) has a blue lid.
Remember that Focus Boost only shows up as a crafting item, and meds can only be used after you unlock the Focus ability in your Combat Skills.			
System Key	Blackout, ctOS Scan, Jam Coms	$N/A	This is the most difficult-to-find item. During single-player outings, the easiest way is to locate them on citizens of interest. The three tools you make with them aren't projectiles and provide less explosive solutions to your problems. But ctOS scan is a helpful item to have at the start of every infiltration. Carrying capacity: 8
Electronic Parts	Blackout, ctOS Scan, Lure, Jam Coms, IED, IED: Proximity	$50	The easiest way to acquire these parts, which are used in six of the eight crafting items, is to purchase them from a pawnshop. They are reasonably inexpensive, offer a wide variety of components to craft, and can be purchased up to ten at a time. Have the most of this item on hand at any one time. Your effectiveness with tools is most affected by this component. Carrying capacity: 20
Chemical Component	Frag Grenade	$100	If you're in the market to make frag grenades, then stock up on this component, available from pawnshops and other locations. As this explosive projectile is most helpful to your cause and is much cheaper than the Unstable Chemical Component, this is the item for an anarchist on a budget. Carrying capacity: 6
Unstable Chemical Component	IED: Proximity, IED	$250	Don't mix up the two canisters of explosive compounds. Buy this tub of goodness from a pawnshop, and use both types of IEDs for more colorful detonations. As the flexibility of both IED types are most helpful, it's worth making these if you can afford them. Carrying capacity: 6

The following table shows the components needed to create each type of tool.

Tool Components

Crafting Device	Tool Type	Meds	System Key	Electronic Parts	Chemical	Unstable Chemical
Blackout	Tool	–	2	1	–	–
ctOS Scan	Tool	–	1	1	–	–
Focus Boost	Tool	1	–	–	–	–
Frag Grenade	Projectile	–	–	–	1	–
Lure	Projectile	–	–	1	–	–
Jam Coms	Tool	–	1	1	–	–
IED: Proximity	Projectile	–	–	1	–	1
IED	Projectile	–	–	1	–	1

_Crafted Items

8 SKILLS // 13 SKILL POINTS REQUIRED

Crafted items are unique in that you can obtain them without having the necessary skills to make them. Once you understand how powerful these items are, you'll be scouring locations and stopping at pharmacies and pawnshops for the necessary components. The low skill points required to unlock these items, and their high use and effectiveness, make crafted items an absolute priority.

// CRAFTED ITEMS /// Overview

There are eight crafted items (aka "tools" and "projectiles") to make with your components. Acquire them in the following ways:

Found on surfaces during missions.

Unlocked as skills (see below).

Purchase them from Tobias's shop, which is a quicker but more expensive way of gathering this equipment. (Tobias only opens his homeless shanty after you complete Act II / 4: One Foot in the Grave.)

Tools and projectiles are then added to your Inventory (Weapon) Wheel, where you can choose which four of the eight tools you can add to an inventory slot. Swap these at any time; you can access any tool you want, but it's important to prep the tool you want to use ahead of time, so you aren't fumbling with your Weapon Wheel during combat.

_LURE

Point Cost: 0

Requirements: None

Components required: Electronic PartS (1)

MAXIMUM Number carried: 10/15/20

Cost (Tobias): $50

Cost (COMPONENTS): $50

A simple, nonlethal electronic device you can use to distract and draw in enemies. These are your basic lures that act in the same way as a hacked gate, forklift, or Attract phone. Throw a lure by pressing the button, or hold the button first to aim (an arc appears) before releasing to throw. Hold your Hack button to activate the lure and attract a nearby enemy. Then either pass them by or maneuver them into a position so you can attack them easily (and quietly).

These are simply portable attractors; they can move a foe to a different part of an area but won't damage them. However, you can position them under a more dangerous hackable object (like a container crane). Usually, you can simply move a foe you don't want to interact with and sneak past them while they are preoccupied.

Use a lure to move a foe near some dangerous explosive canisters you can shoot and destroy or in front of a vehicle you're about to use to ram into them.

Use a lure to coax a foe out into the open so you can get a clear shot and start a gun battle. But lures aren't effective when you've been spotted and combat is occurring. Replace lures for more explosive projectiles as you progress through a mission, and the battle turns from stealth to slaughter.

_JAM COMS

Point Cost: 1

Requirements: LURE

COMPONENTS NEEDED: System Key (1), Electronic Parts (1)

MAXIMUM Number carried: 5

Cost (Tobias): $500

Cost (COMPONENTS): $50 + System Key

This is a ctOS communication system exploit; you first see it when Clara demonstrates it for you in Main Mission Act I / 5: Open Your World (though you can unlock the skill earlier). Once you learn to make or buy these yourself, press the button to shut down all communications, such as:

Televisions and monitors displaying news broadcasts regarding the "vigilante."

The felony or "Heat" scans (the yellow circular scans on your minimap) the police use when searching for you.

A witness call (no range limit); a red triangle appears over citizens if you commit a violent act.

An enemy calling in reinforcements (look for the same red triangle before activating).

This is incredibly helpful when the police are scanning for you but haven't found you yet; simply activate the Jam Coms when the alert level (heat) is yellow in the bottom-right of your screen, and you remove the threat. This makes escaping the police exceptionally easy. This works with any faction using the ctOS scans too.

You can also use it to stop news broadcasts or if citizens recognize you: These occur more frequently if you have a negative Reputation, and you can easily move away from any concerned citizens before they call the police.

Any time you see the purple, green, or red alert triangle, use this function if you can't physically stop the phone call. Stop news broadcasts from ruining your purchases at a shop; "change the channel" before the shopkeeper realizes who you are and refuses to serve you or calls the authorities.

This is also very helpful during infiltrations, where you stop a Shot-Caller from requesting reinforcements.

Use this in Online Decryption and Hacking battles, to temporarily halt the hacking of information.

Remember that you can take the phone from a citizen trying to contact the police, saving a Jam Coms for more important matters.

Craft this item so you have one at the start of every mission where the police are likely to pursue you or where you'll face multiple Shot-Caller threats who call up reinforcements and you don't want the additional battling. Or, craft this if you want to commit violence with impunity.

_BLACKOUT

Point Cost: 1

Requirements: JAM COMS, 2nd-Tier Skill

COMPONENTS NEEDED: System Key (2), Electronic Parts (1)

MAXIMUM Number carried: 4

Cost (Tobias): $2,000

Cost (COMPONENTS): $50 + System Keys (2)

This is a ctOS electrical exploit. Once equipped, you can use a Blackout to cause a massive power outage. This only works well at night, as enemies lose sight of you and have reduced visibility, allowing easy takedowns (either with melee strikes or Focus and gunfire). Blackouts disable anything electrical and last for 20 to 30 seconds, so make this count. During the day, only the electrical elements of the city are disabled, which can hamper your progress (particularly hacking). Tobias's cost for these items is pretty astronomical, so you're better off crafting your own (and buying four other items for the same price).

Use this to escape from an area where you feel yourself outmanned or outgunned. Sparks caused by exploding ctOS infrastructure can hurt foes, but don't rely on takedowns. This also works during police escapes. But remember, hacking isn't possible, so you may want to rethink a police pursuit if you want to use infrastructure hacks, such as changing traffic lights.

During Multiplayer Races, Hacking, Tailing, and Decryption, Blackouts can hamper your opponents in exactly the same ways. Just make sure you know where you're going in the dark!

_ctOS SCAN

Point Cost: 3

Requirements: BLACKOUT, 2nd Tier Skill

COMPONENTS NEEDED: System Key (1), Electronic Parts (1)

MAXIMUM Number carried: 5

Cost (Tobias): $500

Cost (COMPONENTS): $50 + System Key

This automatically marks all enemies in the area. Simply press the button to scan. This "instant tag" function is exceptionally useful if you want to immediately know where everyone is and how they are patrolling a location, particularly if the foes may be above, below, or behind you. It also finds every foe!

You don't need to worry about missing an enemy with a manual scan using cameras or profiling. However, you only need to use this once or twice per mission, so you may wish to place a more potent item in the slot, and you can achieve more or less the same effect using patience and manual scanning.

Scanning immediately and quickly allows you to see everyone and their shapes through walls, so you can quickly study patrol paths without resorting to camera work, or see in areas where cameras aren't present.

Need to know where a foe is during multiplayer matches? Then scan away! If a fluid situation is unfolding before you (e.g., a group of Fixers is closing in after a Convoy mission goes wrong), simply tag them all and instantly know where everyone is. This is one of the most helpful, nonviolent abilities you can possess. Get this and use it often!

_FOCUS BOOST

Point Cost: 2

Requirements: Lure, 2nd Tier SKill

COMPONENTS NEEDED: Meds (1)

MAXIMUM Number carried: 5

Cost (Tobias): $400

Cost (COMPONENTS): $200

For a massive instant recovery of Focus, equip this in your Inventory Wheel. For those who use this feature and have added enhancements to the ability through Combat Skills, this is exceptionally useful. The advantages of Focus is slowing down time so you can access narrow alleys or pinpoint numerous enemies for a variety of amazingly adept and quick takedowns; now this is increased up to fivefold! You can rush a location of a dozen foes, arming yourself with a single weapon, and tag each one, refilling as you go!

Wait until your Focus runs out before using these pills, or you waste their effectiveness. Combine these with drinks purchased from stores for even more Focus boost.

If you gather the maximum number of carried Focus boosts, have meds on hand to make more, and take a swig of a drink before you go, you can actually complete most of the combat portions of some missions in slow motion!

Remember that lining up headshots isn't the only option when using Focus; find an infrastructure hack that you'd normally pass by too quickly and activate it.

_FRAG GRENADE

Point Cost: 1

Requirements: LURE

COMPONENTS NEEDED: Chemical ComponentS (1)

MAXIMUM Number carried: 4/5/8

Cost (Tobias): $100

Cost (COMPONENTS): $100

An explosive that spreads shrapnel upon detonation. Equip this in the Wheel, tap the button to throw it or hold to aim it (an arc appears onscreen), and let go to throw. Frag grenades blow up three seconds after being thrown. You can't "overcook" a grenade (i.e., hold it until it explodes), so you can keep one prepped in areas where it's wise to use it. This is a great backup weapon that flushes foes out and detonates nearby explosive scenery.

Try these from a narrow area or corner in locations where a cluster of enemies is approaching. Flush foes out of a location or cover by lobbing a grenade at them, then finish using your gun or favored weapon.

Grenades can be used to explode vehicles, too, though it's easier if they are stationary and you drop one close by; timing the explosion as a car passes can be spectacular (but difficult)!

Use these to drop Enforcers more effectively than gunfire.

_IED

Point Cost: 2

Requirements: FRAG GRENADE, 2nD-Tier Skill

COMPONENTS NEEDED: Electronic PartS (1), Unstable Chemical ComponentS (1)

MAXIMUM Number carried: 4/5/8

Cost (Tobias): $300

Cost (COMPONENTS): $250 + $50

IEDs are remotely detonated homemade sticky explosives. With one equipped, throw it or hold the button so an arc forms; then throw it at any surface. If the IED isn't activated, you can approach it and peel it off, adding it to your inventory for reuse. Then detonate via a hack. This alerts every enemy in the area, so isn't useful during stealthy attempts to complete a mission. However, it is useful for removing vehicles (especially moving ones) and for laying traps in areas where foes are likely to tread. Another mandatory skill purchase!

IEDs have the explosive nature of a frag grenade, and you have the versatility of detonating them whenever you wish (unless they are caught in a nearby explosion, in which case they automatically detonate).

Throw these on moving vehicles that are heading into a restricted area, and detonate close to foes. Place these on stationary vehicles that are close to foes, and detonate. Throw these on the ground where a foe or enemy will stop, and detonate when they reach this point.

Place these on walls, around corners, on ceilings, or at the tops of stairs, anywhere that could be deemed a "choke point" where the enemy must pass, ideally in groups.

Place these on lifts, raise them to an enemy's location, and detonate. Place these on forklifts or any other distraction (like an Attract phone) that coax enemies over to investigate, and detonate.

Place these close to or on explosive canisters, and detonate to create a chain reaction. Place multiple IEDs or other explosive projectiles (in a line similar to "breadcrumbs") to create a mass chain reaction, removing multiple foes at once.

Shoot the IED with a weapon or lob another explosive projectile at it instead of hacking it, so it explodes.

Use these to drop Enforcers more effectively than gunfire.

_PROXIMITY IED

Point Cost: 3

Requirements: IED, 2nD Tier Skill

COMPONENTS NEEDED: Electronic PartS (1), Unstable Chemical ComponenTS (1)

MAXIMUM Number carried: 4/5/8

Cost (Tobias): $300

Cost (COMPONENTS): $250 + $50

Proximity IEDs detonate when they detect movement: Equip one on your Inventory (Weapon) Wheel, then tap to throw or hold to aim. When an arc appears, release to throw. Once thrown, the proximity IED detects movement within a short radius and explodes upon detection. This bomb alerts every enemy in the area; despite this, you'll use these frequently if you favor explosions over subtlety.

The previous list of uses applies to this type of IED as well.

This is great for placing or throwing along a guard's patrol route. It can act as a distraction if you've moved to a different part of the restricted area; follow up with flanking attacks.

Proximity IEDs also react to your movement and to enemy foes and vehicles. Therefore, it's imperative you stay away from one you've primed to avoid a death most embarrassing!

This can be a problem if you didn't want to detonate the IED quite yet, but a foe does this either near you (removing some of your cover) or before you reach a tactically significant place.

Remember you can shoot the IED to explode it, if need be.

This is great for placing on parked vehicles you know foes will use to escape in; they won't get far as they reach that vehicle!

Also try dropping it into high-traffic areas or at an enemy.

/// Projectiles Statistics Table

The following table details the specific statistics for each tool that you throw (as the Blackout, ctOS Scan, Focus Boost Plus, and Jam Coms are instant-effect items that aren't used to specifically defeat enemies). Here's what each column of information means:

Name: The name of the item in the game and guide.

Description:A quick overview of the item.

Damage Over Distance: How much damage (HP) the item does over distance (meters).

Rate of Fire: How quickly you can throw this item, per second.

Physical Strength: How wide a circle the item creates when it explodes.

Maximum Carried: How many you can carry in an Inventory slot.

Craftable: Whether the item is craftable at your Inventory (Weapon) Wheel.

Triggered by Hack: Whether you can hack (or shoot) this after dropping or throwing it.

Timed: Whether this item automatically explodes after a certain amount of time.

Sticky: Whether this item can be placed on walls, vehicles, or vertical locations.

Explodes on Proximity: Whether this explodes when other exploding items detonate.

SP (Single-Player): Whether this item is available to you during the single-player game.

SP Foes: Whether enemies can be equipped with this item.

MP (Multiplayer): Whether this item is available to all during the multiplayer game.

Lure

Description
Small device that produces a sound when the player triggers it

Rate of Fire	Phys Strength	Max Carried	Craftable
1	N/A	10	X

Triggered by Hack	Timed	Sticky
X		X

Explodes on Proximity	SP Player	SP Foes	MP Players
	X		

Damage	N/A

Frag Grenade

Description
A homemade explosive grenade that spreads shrapnel upon detonation.

Rate of Fire	Phys Strength	Max Carried	Craftable
1	MED	4/5/8	X

Triggered by Hack	Timed	Sticky
	X	

Explodes on Proximity	SP Player	SP Foes	MP Players
	X		X

Damage	

Explosive Lure

Description
Device that produces a sound when the player triggers it, then blows up when movement is detected near it

Rate of Fire	Phys Strength	Max Carried	Craftable
1	HIGH	5	X

Triggered by Hack	Timed	Sticky
X		X

Explodes on Proximity	SP Player	SP Foes	MP Players
X	X		

Damage	

IED

Description
Homemade, powerful explosive. Sticks to surfaces and blows up when Aiden triggers it

Rate of Fire	Phys Strength	Max Carried	Craftable
1	HIGH	4/5/8	X

Triggered by Hack	Timed	Sticky
X		X

Explodes on Proximity	SP Player	SP Foes	MP Players
	X		X

Damage	

Proximity IED

Description
Homemade, powerful explosive. Sticks to surfaces and blows up when it detects nearby movement

Rate of Fire	Phys Strength	Max Carried	Craftable
1	HIGH	4/5/8	X

Triggered by Hack	Timed	Sticky

Explodes on Proximity	SP Player	SP Foes	MP Players
X	X		X

Damage	

Shock Lure

Description
Devices that produces an electrical discharge, which can kill nearby enemies in relative silence.

Rate of Fire	Phys Strength	Max Carried	Craftable
1	LOW	5	X

Triggered by Hack	Timed	Sticky
X		X

Explodes on Proximity	SP Player	SP Foes	MP Players
X	X		

Damage	

/ STATISTICS

On the Statistics menu, you'll see the following information:

Experience:A bar showing your Experience and the amount needed for the next level, as well as your current level out of 50 (the maximum level you can reach).

Money and Valuables: The total amount of money you've accrued, including bank accounts you've yet to withdraw from an ATM machine, and looted goods (which are sometimes stolen when you hijack a vehicle). Sell any of these valuables at a pawnshop.

Reputation: How the general public perceives you; whether they fear and hate, or love and applaud your actions.

ctOS Control: Showing the ctOS towers you've hacked (out of 13).

// EXPERIENCE /// Overview

Experience marks how much of Chicago you've explored, how you've grown with the knowledge you've acquired, and how competent you generally are. Online rivals can see your level, and online activities add to your XP and your Notoriety level. You gather Skill Points as a result of gathering Experience Points. During your activities, your XP bar is constantly updated when you complete something notable. The following list indicates the different types of actions that add XP:

Completing main missions

Unlocking all the ctOS control centers

Completing Side Missions: Crimes Detected contracts

Completing Side Missions: Convoy Contracts

Solving investigations

Unlocking all the ctOS towers

Completing ctOS breaches

Completing ctOS mobile missions

Achieving success in an online hacking

Achieving success in an online tailing.

Performing various actions, from hacking to taking down a vehicle, in single- and multiplayer modes.

Escaping the police, based on your Heat level.

// REPUTATION /// Overview

The Reputation system provides long-term feedback to your actions. It defines how the city perceives the vigilante. Having a positive (blue) or negative (red) Reputation provides additional challenges and benefits. When you perform any of these significant actions in view of a civilian, your Reputation ranking changes:

Killing a cop

Wounding a cop

Kneecap takedown on a cop

Killing a civilian

Wounding a civilian

Rescuing civilians

Using explosives. Only modified if a civilian witnesses both the throw and the explosion that follows.

Destroying a large explosive area of scenery (e.g., large propane tank, gas station, electric transformer, etc.)

Holding up at a business

Watching a random event occur, such as busker, a mime artist, or other event

Completing a main mission or investigation. After successfully completing a mission, the player can receive a Reputation feedback.

Participating in vigilante events

Having a witness complete an emergency call to the police

// REPUTATION /// Feedback

When you perform an action significant to your Reputation, you receive a Reputation modifier (a single or double arrow). Reputation feedback is briefly displayed (red or blue rectangle, followed by a short descriptor). You also receive additional feedback if you change your Reputation rank.

// REPUTATION /// Criminal Activities

If you're attempting to complete a Criminal Activity, Reputation is awarded for your actions:

Killing the criminal.

Doing a nonlethal takedown of the criminal.

Saving the victim.

Letting the criminal flee.

Killing the victim or letting them be killed.

Tip

Increase your Reputation by competently performing Criminal Activity events, saving civilians during a fight (usually drivers you extricate from their vehicle), or by completing certain missions (such as the Missing Persons Investigation).

Caution

Decrease your Reputation by committing crimes, namely killing innocent civilians or the police.

// REPUTATION /// Ranking

Aiden's Reputation is initially neutral, but will change depending on how honorable or unpleasant you are. There are five Reputation ranks:

/// Ranking //// Vigilante

Very Good Reputation: A significant part of Chicago's population approves of Aiden Pearce's actions. Civilians are less likely to report you and you will show up far less frequently in news.

/// Ranking //// Protector

Good Reputation: Some people in Chicago approve of Aiden Pearce's actions. Civilians are less likely to report you and you will show up in fewer news broadcasts.

/// Ranking //// Citizen

Neutral Reputation: Chicago's media and its civilians have mixed opinions about Aiden Pearce's actions. Your Reputation has no significant impact on civilians or the media.

/// Ranking //// Anarchist

Bad Reputation: Many people in Chicago disapprove of Aiden Pearce's actions. Some civilians who recognize you will fear you and you will show up in more news broadcasts.

/// Ranking //// Menace

Very Bad Reputation: A majority of Chicago's population disapproves of Aiden Pearce's actions. Some civilians who recognize you will fear you and you will show up more frequently in news broadcasts.

// REPUTATION /// News Reports and Alerts

If your Reputation is low, news reports detailing your nefarious activities appear on virtual billboards all over Chicago. These alert citizens to your presence. If you perform a deed that a citizen objects to, an alert triangle appears over the citizen's head:

/// Alerts //// Witness Calls

YOUR ACTION: Violence against a citizen or the police.

OUTCOME IF LEFT UNCHECKED: A 911 call to the police, after which a ctOS scan begins.

If you perform a violent act (killing someone in cold blood or shooting up vehicles like a madman), expect the public to call the police to stop this insanity!

/// Alerts //// Citizen Alerts

YOUR ACTION: Poor Reputation and news broadcast reports.

OUTCOME IF LEFT UNCHECKED: A 911 call to the police, after which a ctOS scan begins.

If you're close by when a news report casts you in an unfavorable light, or your Reputation has made the public fear you, expect them to see and call the police even if you don't perform a violent act!

/// Alerts //// Bounty Calls

YOUR ACTION: Hacking a Blume Agent

OUTCOME IF LEFT UNCHECKED: A call to Fixers and an online bounty placed on your head.

If you (accidentally or otherwise) hack a citizen with "agent of Blume" in their profile, they attempt to alert any Fixers and place a bounty on your head. This affects online hacking, and you are more susceptible to attack.

/// Alerts //// Jam Coms

YOUR ACTION: You utilize Jam Coms during an alert.

OUTCOME: The citizen's alert is jammed and counteracted.

Successfully jam a smartphone signal from a citizen or Blume agent (the icon won't appear when jamming police). When encountering a witness call, citizen alert, or bounty call, you can:

Knock the phone out of the citizen's hands before they finish the call.

Aim (but don't shoot) at them until they hang up.

Immediately block the call with Jam Coms.

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PRIMA GAMES

PAWNED OFF
WE BUY GOLD
FAST CASH
NO PARKING
BUS STOP

ADVANCED TRAINING

/ _MELEE STRIKES, WEAPONS, AND VEHICLES

This section covers all the offensive capabilities you possess, from your trusty baton to the exceptionally entertaining grenade launcher to every firearm. We also detail the vehicles you utilize.

// MELEE STRIKES

No guns? No problem; one of the safest, quietest, and most proficient ways of taking down an enemy is a melee strike. Simply move to melee range, tap the Melee button and Aiden quickly dispatches the foe with a takedown animation. Depending on where you approach from (behind, in front, to the side), the takedown could involve a strangle, throttle, baton smack, or other incapacitation. But there are several ways to tackle a foe with just your baton:

// MELEE STRIKES /// Dashing In

Simply rush your opponent from any direction and grab them. Even if you're quick, your foe still may raise the alert but not fire off a shot, allowing you to stay stealthy rather than switch to a gun battle. This is often the best way to remove a foe even if you're engaged in a battle, as it saves ammo and you can remove a threat if reloading is taking too long.

// MELEE STRIKES /// Stepping Out

This works in the same way as a dash, except you're in cover. An icon appears over the foe's head when you're in range, or you can detach yourself from the scenery first. This is even more clandestine, as you're out of cover only for a second, providing you duck back into cover afterward.

// MELEE STRIKES /// Vaulting Over

If the obstacle you're using as cover or running at is below thigh height, you're likely to vault over it. If a foe is standing on the other side, you can knock him over with a quick (and automatic) kick. This way you don't need to maneuver around an obstacle and can more immediately silence a foe. Low cover shouldn't stop you from tackling a foe who believes he's safe behind an obstacle.

// MELEE STRIKES /// Dropping In

Like some kind of heavy-booted assassin, you can peer down from a roof or other high platform, and either drop or vault off and land on the foe's head, knocking them unconscious if you land with accuracy. Often overlooked, this is most helpful if you need to reach a different area and can't take out a patrolling foe by any other means.

// MELEE STRIKES /// Melee Executions

If you're fighting faction enemies (not the police) and carrying a weapon, you can step up and execute the foe instead of melee-striking them. You take your chosen weapon (providing it fires bullets or shells; grenade launchers can't be used), and blast the enemy at close range in a visceral and spectacular takedown. Have you attempted one with every type of weapon and from every direction?

You can use this during gun battles instead of aiming at nearby enemies in locations you want to reach (and probably use as cover).

When fighting the police, you use melee strikes, but you can auto-swap between baton and gun.

Expect your foes to periodically counter you; simply try the takedown again until you achieve it.

If you use Spec-Ops weaponry, these takedowns are almost as silent and offer an alternative to melee strikes for the stealthy operative.

// MELEE STRIKES /// Enforcer Takedowns

The most difficult type of enemy to neutralize is the heavily armored Enforcer. Though it's better to tackle this beast using grenades, explosive scenery, or high-powered weaponry (and a couple of vehicle hit-and-runs would help), if you've unlocked the Enforcer Combat Take Down skill, you can batter him to death. Don't try grabbing an Enforcer without this skill—he'll cut you to ribbons in seconds!

/ WEAPONS

Video is restricted

There are 44 firearms of various lengths in nine different categories, from small pistols to outlandish sniper rifles. Learning how to use all of them, and what their specific statistics are helps you navigate Chicago with a better sense of protection:

// WEAPONS /// Locating Weapons

Weapons are collected in many ways. You begin with your trusty P-9mm pistol, but you should soon graduate to more potent firearms, taken from the following locations:

//// Dispatched Enemies

Any time you defeat a foe, he drops his weapon. You can pick it up if you haven't acquired it before. Usually, ammunition is picked up as well, which is most helpful during protracted firefights (and means you don't have to buy as much ammunition between missions). The main missions, Gang Hideouts side missions, and Investigations are the best for obtaining new weaponry in this manner.

//// During Missions

Study the maps throughout this guide, as certain missions introduce new weapons, specifically designed for the mission in question. The advantage of picking up, say, the AC-AR rifle from T-Bone's junkyard during Act III is that the gun is great for subsequent battles and is free, and you avoid a sizable purchase at a gun shop.

//// Gun Shops

At any time, you can visit one of the six fine hunting establishments (one gun shop per district), and check out the firearms for sale there. You can also buy ammunition for your weapon types and "refill" ammunition for one single price instead of picking through the bullets and checking them against your emptied guns.

//// Items of Interest

There are a variety of bags (satchels, bowling bags, paper bags) scattered randomly throughout Chicago. There are also bags that you can find during your missions, while infiltrating a restricted area. Access these bags, and there's a (random) chance you could uncover a weapon.

//// Progression Rewards

It's worth checking your Progression Tree branches for each of the tasks to do across the city; some (such as the QR Codes Investigation) unlock special "Signature" and "Spec-Ops" weapons (such as the gold version of the M1 SMG, called the "Gangster"), if you complete a task within this branch.

//// Exclusivity

Some of the more lavish or entertaining weapons are in the "Exclusive" category. These are only available in special packs (usually accessed during the game's preorder or via Uplay. This only applies to Exclusive weapons.

// WEAPONS /// Equipping Weapons

You equip weapons automatically when you find and pick new ones up, or buy them from a vendor. Once you unlock a weapon, it becomes available from the Weapon Wheel. If you have more than one type of weapon, access the Weapon Wheel to cycle through your available guns.

You carry four types of weapons: one in your support (upper) slot, one in your primary (right) slot, one in your secondary (left) slot, and one in your specialty (bottom) slot. Check the weapon table to see the type of weapon, and look in the appropriate slot to find it.

Tip

To begin, you usually have a pistol in your support, a machine gun in your primary, a shotgun in your secondary, and a sniper rifle in your specialty slots. Use your Weapon Wheel to change your equipped weapons at any time, so you always have the optimal arsenal to hand.

// WEAPONS /// Using Weapons

Aiden holds a weapon in his right hand until it comes time to fire. With a gun in hand, citizens may notice and call the cops. So it's best to keep weapons holstered until you're in a restricted area (or you want to coax the police out).

/// Using Weapons //// Aiming, Headshots, and Cover

Once your gun is raised and ready to fire at a target, sprinting is no longer viable. Your reticle turns red when a human target is lined up; there are red streaks out from a white reticle if the target is at long range and will be more difficult to hit.

Aim at a target's head to ensure you're striking with maximum damage, and the enemy won't survive. Armored enemies are especially tough (some can survive an entire clip into their torsos), but shooting one in the head is usually an instant kill. When combat goes crazy, use your Focus to help line up your headshots.

You can fire from cover. If you're behind a piece of cover that obstructs your aim, quickly shuffle to a new cover point. Here's how firing from cover should be done, if you want to minimize bullet expenditure:

Use the camera thumbstick to move to line up a target's head while you're still in cover. When you're ready to fire, aim to bring the weapon (and yourself) out of cover slightly, and fire just as you fully aim; this essentially fires the round off at the earliest possible point while still being accurate. Then release and duck back into cover.

// WEAPONS /// Weapon Types

Learn the main advantages and uses of each major weapon type before employing them in the combat zone. Then, simply cross-reference the statistics pages to come, and compare the various elements of each weapon (either within a type or across all types) to determine which one you want to pick.

Tip

Make sure you look at all the combat skills in your Skill Tree; many are related to improving your mastery of firearms, and you should focus your attention on obtaining such skills as soon as you can.

//// Pistols

These are compact weapons that fire one bullet at a time and offer flexibility across most missions. A favorite of those who prefer stealth over slaughter, they offer the same distance of fire as most other nonscoped weapons, good accuracy, and can easily be brought up and fired at a target. Useful if the number of foes you're facing isn't large, you can surreptitiously set up a headshot and drop back into cover. Pistols are less effective if chaos reigns and you're surrounded by enemies; it's then time to pick some more robust firepower options.

//// Assault Rifles

These offer devastating power at longer ranges than SMGs, though in general they don't fire quite as quickly. Some assault rifles, such as the AK-47 and ACR, punch through light cover (like glass and wooden or light metal fences), making it more difficult for enemies to hide and widening the options you have for taking enemies down. In general, assault rifles are the most well rounded of your available weaponry and should be employed in most situations.

//// Shotguns

These close-assault weapons don't have the range of other weaponry, but they are devastating at close range, before the shells used reach their maximum range limits. Use them to step out and demolish a foe who's within spitting distance of you, and return to cover. These aren't able to blast multiple foes at once (unless one is standing behind another) with a horizontal rake of fire, but they can easily drop a single foe with minimal aiming; just shoot in the general direction and let the pellet spread do the rest! Also use shotguns for close assaults on vehicles (there's even a skill that helps to this effect); blast doors, hoods, and trunk lids and easily reach occupants inside as you lay waste to their cars. Just be wary of lengthy reload times for this weapon; swap to another gun instead of reloading if the situation is critically dangerous.

//// Submachine Guns

While assault rifles are better for longer ranged firefights, submachine guns are excellent for cutting down multiple foes at closer ranges, though they tend to rattle through ammunition clips a little faster. Inspect the Damage on the charts to come, and you can see a significant drop-off in damage caused at around 15 to 20 meters for a submachine gun, compared to around 20 to 30 meters for an assault rifle. More compact SMGs fit into your secondary slot, though, which effectively allows you to carry two rapid-fire weapons instead of a pistol. When enemies are close by, and a situation is about to turn violent, bring out an SMG.

//// Sniper Rifles

Sniper rifles are built for extreme-range takedowns. They have the longest range of any weapon type (one and a half times the range of a shotgun), and they are extremely accurate at any distance, as this M107 takedown demonstrates. There are some downsides, though; you look through a scope and are therefore more susceptible to flanking attacks. You need to be in a safe place (ideally high up, such as a water tower, platform, or roof) or far enough away that it will take a while for foes to reach you. Use these rifles to drop a high-value target, such as the driver or mission-critical faction member in a Convoy mission. Add in Focus, and this helps remove the slight wobble and shaking inherent in this scoped weapon.

//// Grenade Launchers

If there's something sizable that you want to remove, bring out the grenade launcher; these short-range cannons are absolutely deadly within eight meters, but useless at longer ranges. Think of these are grenade-punting machines; instead of lobbing a frag grenade manually, punt a grenade at a group of foes, enemies behind breakable cover, foes close to explosive objects, or enemies just exiting a vehicle. These are exceptional for taking out vehicles if you aim for under the engine or into the engine block. Fire at a foe's feet so they are blown skyward; anywhere higher and the grenade may overshoot.

//// Signature Weapons

These are special guns you can purchase during the game. Be sure to try them all out.

Chrome: Fires in 3-shot bursts and can pierce cover like assault rifles.

Wildfire: Shoots very quickly (as fast as the fastest SMG).

Piledriver: 30 pellets, super wide angle, higher damage, but 3 rounds per clip.

Gangster: Identical to the M1SMG, but this gold variant is available in the base game!

Destroyer: Highest damage of any weapon, and pierces almost anything. Destroys most vehicles in one shot, and can even destroy multiple vehicles if they are lined up (like in a convoy). When you use this weapon, you will understand its name!////
Spec-Ops Weapons

//// Spec-Ops Weapons

Spec-Ops weapons, such as the SO Vector 45ACP, have similar statistics to their non Spec-Op counterparts, but with one important addition: silencers! This means that takedowns are quieter, allowing you to mix up stealth and violent plans during infiltrations without alerting the entire crew of foes you're facing. Only takedowns that are either very close or fully visible will alert the enemies, making these extremely handy if you care about subtle infiltration.

//// Exclusive Weapons

This selection of weapons are only available to players who have unlocked them via a code, usually given as part of a preorder bonus, downloadable content, or Uplay reward. All the weapons have exceptional abilities; for example, the biometric rifle is an impressive combat rifle cloned to your specific grip. The Gold D50 is a garish hand cannon with thoroughly satisfying one-shot takedown potential. And the Auto-6 is pretty red, dropping foes in three-shot bursts with no problem.

// WEAPONS /// Ammunition

Obviously, each weapon requires a number of bullets, shells, clips, or grenades to function as ammunition; otherwise you'll be firing no more than harsh words and wielding an occasional baton against the enemy. The following ammunition types are available; find it in the same manner as weapons. The following are the costs at a gun shop:

Ammunition Type	Cost	Max Ammo	Available from Gun Shop?*
Refill Ammo	Varies	Varies	Yes
Pistol Bullets	$5 for 30	360	Yes
Shotgun Shells	$20 for 10	120	Yes
SMG Bullets	$5 for 30	360	Yes
Assault Rifle Bullets	$15 for 30	360	Yes
Sniper Bullets	$40 for 10	80	Yes
Launcher Grenades	$200 for 2	8	Yes

* Some weapons only become available once you encounter them in a mission.

/// Weapons Statistics Table

The following table gives absolute specifics on every firearm available to you. In order to figure out which weapon gives you the best "bang for the buck," simply compare the stats between each of them and choose the one you're happiest with. Of course, practice makes perfect, too, so experiment with the weapons under a variety of trying conditions. Here's what the following statistics mean:

Effectiveness: An at-a-glance rating of how impressive the weapon is in trained hands.

Cost: The cost to purchase the weapon.

Available from Gun Shop?: Whether you can purchase this at a gun shop or obtain it by other means.

Tier:A number from one to five, based on when the weapon becomes accessible in the game.

Damage: How much damage (HP) the weapon inflicts over distance (meters).

Weapon Slot Used: Whether this fits into the support, primary, secondary, or specialty weapon slot of your Weapon Wheel.

Firing Type: How the weapon fires, from the following criteria:

- **Semiauto:**the weapon requires manual trigger pulling for each bullet or burst.
- **Auto:**Constant trigger pressing results in continuous fire.
- **3-shot Burst:**Each trigger pull results in three rounds expended.
- **Pump:**Some shotguns need to be pumped between blasts.
- **Bolt:**Some sniper rifles needs to be reloaded between shots.
- **Single Shot:**One grenade launcher fires a single shot, before a lengthy reload.
- **High ROF: Ammunition expenditure is extremely fast, and frequent reloading is required.**
- **Piercing: This can pass through one foe and hit a second, or hit a foe through their cover, if the trajectory allows it.**

Rate of Fire: How quickly you can fire a bullet or round of this weapon, in rounds per minute. This changes during Focus time.

Magazine: How big the clip, chamber, or bullet reservoir is; the maximum it can hold before reloading.

Max Ammo: How many of the ammunition type can be carried at once.

Vehicle Dmg Modifier: The damage (in HP) the weapon inflicts into foes inside vehicles, multiplied by the modifier. So an M107 fired at a vehicle 20 meters away would inflict 60 HP (120HP x 0.5).

Muzzle Velocity: The speed at which the ammunition leaves the gun's muzzle, in meters per second. The higher the number, the faster the ammunition travels.

Recoil: Some weapons have a recoil. This diamond shows the spread if bursts or sustained fire is used. The numbers in the diamond are in meters.

Pierce Strength: There are three ratings for weapons, depending on how far they pass through objects:

- **9–5:**This will pierce chain-link fences and glass, but nothing else.
- **15–5:**This will pierce most fragile surfaces, including plastics and thin metal.
- **100–5:**This will pierce anything.

Number of Pellets: Certain weapons (like shotguns) create a multitude of pellets instead of a single impact wound. This is how many impacts an enemy should expect to receive.

Pellet Spread: This is how well the pellets stay clustered together when hitting a foe. The larger the number, the more spread out the pellets are, meaning some might miss their target, especially at range.

Precision Range: How far you can fire the weapon before it becomes inaccurate.

Shoot Spread: How far apart the bullets stray from where you aim, after precision range is reached.

Headshot Multiplier: What the damage is multiplied by if shot at a human in Multiplayer modes. Single-player enemies receive an automatic x5 multiplier.

Upper Body Multiplier 40m: What the damage is multiplied by at 40 meters range (if anything).

Tip

Need to know the precise range of a weapon? Don't know how far "60 meters" is (the maximum range of a P-9mm pistol)? Aim at distant targets until your target reticle turns red; this will only happen if the target is in range. You could also set a waypoint on your wolrd map at one end of a street. Now run away from that point until you reach 60 meters (the distance appears on your screen). Look at the obstacles and scenery (especially pedestrians) that were adjacent to that waypoint, and how small they look now: Then remember that sense of scale when firing the weapon and figuring out the maximum range of it.

//// Pistols

P-9mm

$250

Effectiveness:

Available from Gunshop?*: Yes, Cash Run: Minigames Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
1	Support (Top)	Semi-Auto	240

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
17	360	0.05	375

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

PX4

Initial Weapon

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
2	Support (Top)	Semi-Auto	240

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
10	360	0.05	360

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

1911

$3,750

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Support (Top)	Semi-Auto	240

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
10	360	0.05	381

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

MP-412

SPECIAL

Effectiveness:

Available from Gunshop?*: No, Available as Acquired Content (Exclusive Pack Reward)

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Support (Top)	Semi-Auto	200

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
6	360	0.05	271

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

R-33

$7,500

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Support (Top)	Full-Auto	800

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
27	360	0.05	375

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

D50

$15,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
4	Support (Top)	Semi-Auto	200

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
8	360	0.05	500

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

M8-M

$15,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Support (Top)	Semi-Auto	200

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
6	360	0.05	550

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

//// Assault Rifles

OCP-11

$600

Effectiveness:

Available from Gunshop?*: Yes, Online Hacking: Online Contracts Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
1	Primary (Right)	Full-Auto	600

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
40	360	0.05	714

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

416

$1200

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
2	Primary (Right)	Full-Auto	750

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	884

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

AK47

$7,500

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Primary (Right)	Full-Auto	600

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	715

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

417

$7,500

Effectiveness:

Available from Gunshop?*: Yes, Gang Hideouts: Side Mission Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Primary (Right)	Burst	750

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
20	360	0.05	789

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

Goblin

$15,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
4	Primary (Right)	Burst	750

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	884

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

ACR

$30,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Primary (Right)	Full-Auto	400

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	920

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

U100

SPECIAL

Effectiveness:

Available from Gunshop?*: No, Dropped By Some Enforcers.

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Primary (Right)	Full-Auto	600

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
75	360	0.05	970

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

//// Shotguns

SG-90

$1,000

Effectiveness:

Available from Gunshop?*: Yes, Online Tailing: Online Contracts Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
2	Secondary (Left)	Pump	100

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
8	120	0.05	403

Pierce Strength	Number of Pellets	Pellet Spread
N/A	8	4

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

D12

$500

Effectiveness:

Available from Gunshop?*: Yes, Audio Logs: Collectibles Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
1	Support (Top)	Semi-Auto	150

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
2	120	0.05	150

Pierce Strength	Number of Pellets	Pellet Spread
N/A	8	5

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

RSG-12

$6,250

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Secondary (Left)	Semi-Auto	460

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
12	120	0.05	300

Pierce Strength	Number of Pellets	Pellet Spread
N/A	6	3

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

M1014

$12,500

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Secondary (Left)	Semi-Auto	220

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
10	120	0.05	365

Pierce Strength	Number of Pellets	Pellet Spread
N/A	6	2.5

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

ACS-12

$40,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Secondary (Left)	Full-Auto	400

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
12	120	0.05	350

Pierce Strength	Number of Pellets	Pellet Spread
N/A	8	3

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

//// Submachine Guns

SMG11

$400

Effectiveness:

Available from Gunshop?*: Yes, ctOS Towers: Collectibles Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
1	Support (Top)	Full-Auto	900

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	300

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	150

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

M-9mm

$800

Effectiveness:

Available from Gunshop?*: Yes, Online Hacking: Online Contracts Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
2	Support (Top)	Burst	600

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	400

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	150

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

R-2000

$5,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Support (Top)	Full-Auto	600

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
20	360	0.05	400

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

MP5

$15,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
4	Primary (Right)	Full-Auto	800

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	400

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

Vector .45ACP

$30,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Primary (Right)	Full-Auto	900

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
20	360	0.05	267

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

//// Sniper Rifles

SR25

$4,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
2	Special (Bottom)	Semi-Auto	200

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
8	80	0.05	784

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	6	5

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
150m	0°	50	1

SVD

$8,750

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Special (Bottom)	Semi-Auto	100

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
6	80	0.05	830

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	6	5

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
150m	0°	50	2

AC-AR

$17,500

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
4	Special (Bottom)	Burst	600

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
20	80	0.05	777

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	6	5

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
150m	0°	50	1

M107

$45,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Special (Bottom)	Semi-Auto	100

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
10	80	0.5	853

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	6	5

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
150m	0°	50	2

//// Grenade Launchers

G-106

$4,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Special (Bottom)	Single Shot	N/A

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
1	8	1	N/A

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	1	1

GL-94

$45,500

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Special (Bottom)	Pump	100

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
8	8	1	N/A

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	1	1

//// Signature Weapons

Chrome

SPECIAL

Effectiveness:

Available from Gunshop?*: No, Crimes Detected: Side Mission Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Secondary	Burst	480

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
6	360	0.05	550

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	250

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

Wildfire

SPECIAL

Effectiveness:

Available from Gunshop?*: No, Missing Persons: Investigation Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Primary	Full-Auto	900

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	7500

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

Piledriver

SPECIAL

Effectiveness:

Available from Gunshop?*: No, Drinking Minigames Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Primary	Pump	100

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
8	120	0.05	403

Pierce Strength	Number of Pellets	Pellet Spread
N/A	20	75

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

Gangster

Effectiveness:

Available from Gunshop?*: No, QR Codes: Investigation Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Primary	Full-Auto	800

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
50	360	0.05	267

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

Destroyer

SPEciAL

Effectiveness:

Available from Gunshop?*: No, Criminal Convoy: Side Mission Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Special	Semi-Auto	75

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
2	80	0.5	853

Pierce Strength	Number of Pellets	Pellet Spread
Extreme	6	5

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
150m	0°	50	2

//// Spec-Ops Weapons

Spec Ops 1911

$5,000

Effectiveness:

Available from Gunshop?*: Yes

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Secondary	Semi-Auto	600

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
10	360	0.05	381

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	250

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

Spec Ops Goblin

SPECIAL

Effectiveness:

Available from Gunshop?*: No, Weapons Trade Investigation Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
4	Primary	Burst	750

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	884

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	2,5°	2	1

Spec Ops SMG11

$22,000

Effectiveness:

Available from Gunshop?*: Yes, Also Gang Hideouts: Side Mission Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
2	Secondary	Full-Auto	900

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	300

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	150

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

SO Vector 45ACP

SPECIAL

Effectiveness:

Available from Gunshop?*: No, Online Tailing: Online Contracts Reward

Tier	Weapon Slot Used	Firing Type	Rate of Fire
5	Primary	Full-Auto	900

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
20	360	0.05	267

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
20m	5°	2	1

//// Exclusive Weapons

Auto-6

SPECIAL

Effectiveness:

Available from Gunshop?*: No. Only as part of Cyberpunk Pack

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Secondary	Burst	480

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
6	360	0.05	550

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	250

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

Biometric Rifle

SPECIAL

Effectiveness:

Available from Gunshop?*: No. Only as part of Signature Shot Pack

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Primary	Full-Auto	500

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
30	360	0.05	920

Pierce Strength	Number of Pellets	Pellet Spread
Moderate	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
50m	2,5°	2	1

M1SMG

SPECIAL

Effectiveness:

Available from Gunshop?*: No. Only as part of Untouchables Pack

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Primary	Full-Auto	800

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
50	360	0.05	267

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	500

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

Gold D50

SPECIAL

Effectiveness:

Available from Gunshop?*: No. Only as Acquired Content (Uplay Reward)

Tier	Weapon Slot Used	Firing Type	Rate of Fire
3	Secondary	Semi-Auto	300

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
8	360	0.05	500

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	250

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

R33b

SPECIAL

Effectiveness:

Available from Gunshop?*: No. Only as Acquired Content (PSN Pre-order Reward)

Tier	Weapon Slot Used	Firing Type	Rate of Fire
2	Secondary	Burst	800

Magazine	Max Ammo	Vehicle Dmg Modifier	Muzzle Velocity (m/s)
27	360	0.05	375

Pierce Strength	Number of Pellets	Pellet Spread
N/A	N/A	N/A

Precision Range	Shoot Spread	Headshot Multiplier	Upper Body Multiplier 40m
30m	5°	2	1

// WEAPONS /// Weapon Combinations

You can equip any weapon at any time using your Weapon Wheel. However, we found some complementary weapon combinations that are effective in a firefight. Test out some of our favorite combinations! We kept the fourth slot optional, so equip any weapon you like!

	Secondary	Primary	Special	Notes
Combination 1	D12	ACR	GL94	This gives you stopping power at short range with the D12, good long-range accuracy with the ACR, and a powerful area-of-effect attack with the GL94 launcher.
Combination 2	D50	Vector .45ACP	M107	The Vector is an awesome room-clearer, but its clip dries up quickly. When this happens, switching to the D50 is a good backup, as it is a powerful weapon at short to medium range (try it with the Pistol Expert skill!). To complement this, the M107 is the best at hitting things at long range and can also destroy vehicles.

Combination 3	R33	ATSG-12	AC-AR	The R33 is an all-around useful auto-pistol, the ATSG-12 is a fast and powerful shotgun that can clear out rooms of enemies in moments, and the AC-AR is a versatile long-range rifle that shoots in bursts.
Combination 4	R2000	M1014	SVD	The R2000 has good burst fire and is a fine backup to a powerful shotgun like the M1014. The SVD is there for when precision shots are needed.
Combination 5	Spec-Ops 1911	417	G106	The perfect loadout for a precision shooter. The 1911 makes stealth tasks easier, and the 417 deals great damage at range while conserving ammo, since it shoots in bursts, and is a good replacement for a sniper rifle. The G106 is a good area-of-effect weapon, capable of clearing out enemies at short to medium range.
Combination 6	M8M	MP5	G106	The M8M is good at picking off targets at medium to long range (and is especially good once the Pistol Expert skill is unlocked), while the MP5 will waste anyone at short to medium range with its superior rate of fire and decent damage. The G106 complements these two weapons with its efficient area-of-effect blast.
Combination 7	Chrome	Piledriver	Destroyer	This combo of powerful unlockable unique weapons allows you to get away with pretty much anything. The Chrome shoots in bursts and is powerful even against armored enemies, the Piledriver has very wide pellet spread and is great against groups of enemies, while the Destroyer is good at destroying vehicles, whether it's a fleeing Convoy target or an annoying chopper that you have trouble losing during a chase.

/// Weapons Damage Table

Now that you have a good working knowledge of every weapon available to you, consult the following table for more statistics! These show (in Hit Points), the number of shots it takes to defeat each type of enemy you encounter in the game (by rank), as well as the average time to defeat them (in seconds).

Note

Enemy ranks (Gunman, Veteran, Elite, Enforcer, and Marksman) are discussed in the next part of the training.

Tip

Weapon statistics may change after game release. Consult your eGuide for updates.

Shots/Time to Kill Reference

Pistols		
	Shots to Kill	Time to Kill

Guns	Range	HP	PvE					PvP	Rate of Fire	PvE					PvP
			Grunt	Enforcer	Elite	Veteran	Marksman	Player		Grunt	Enforcer	Elite	Veteran	Marksman	Player
			66.66	3000	400	66.66	66.66	100		66.66	3000	400	66.66	66.66	100
		Damage at Range	**Shots / Pellets to Kill**							**Seconds to Kill**					
P9mm	15	33.34	2	90	12	2	2	3	0.25	0.50	22.50	3.00	0.50	0.50	0.75
	25	22.23	3	135	18	3	3	5		0.75	33.75	4.50	0.75	0.75	1.25
Px4	15	33.34	2	90	12	2	2	3	0.25	0.50	22.50	3.00	0.50	0.50	0.75
	25	22.23	3	135	18	3	3	5		0.75	33.75	4.50	0.75	0.75	1.25
1911	10	66.67	1	45	6	1	1	2	0.25	0.25	11.25	1.50	0.25	0.25	0.50
	25	22.23	3	135	18	3	3	5		0.75	33.75	4.50	0.75	0.75	1.25
R33	15	33.34	2	90	12	2	2	3	0.075	0.15	6.75	0.90	0.15	0.15	0.23
	25	22.23	3	135	18	3	3	5		0.23	10.13	1.35	0.23	0.23	0.38
MP412	15	33.34	2	90	12	2	2	3	0.3	0.60	27.00	3.60	0.60	0.60	0.90
	40	22.23	3	135	18	3	3	5		0.90	40.50	5.40	0.90	0.90	1.50
D50	25	66.67	1	45	6	1	1	2	0.3	0.30	13.50	1.80	0.30	0.30	0.60
	50	33.34	2	90	12	2	2	3		0.60	27.00	3.60	0.60	0.60	0.90
M8M	25	66.67	1	45	6	1	1	2	0.3	0.30	13.50	1.80	0.30	0.30	0.60
	50	33.34	2	90	12	2	2	3		0.60	27.00	3.60	0.60	0.60	0.90

Assualt Rifles

			Shots to Kill							**Time to Kill**					
Guns	Range	HP	PvE					PvP	Rate of Fire	PvE					PvP
			Grunt	Enforcer	Elite	Veteran	Marksman	Player		Grunt	Enforcer	Elite	Veteran	Marksman	Player
			66.66	3000	400	66.66	66.66	100		66.66	3000	400	66.66	66.66	100
		Damage at Range	**Shots / Pellets to Kill**							**Seconds to Kill**					
OCP11	20	33.34	2	90	12	2	2	3	0.1	0.20	9.00	1.20	0.20	0.20	0.30
	30	22.23	3	135	18	3	3	5		0.30	13.50	1.80	0.30	0.30	0.50
416	25	33.34	2	90	12	2	2	3	0.08	0.16	7.20	0.96	0.16	0.16	0.24
	50	22.23	3	135	18	3	3	5		0.24	10.80	1.44	0.24	0.24	0.40
AK47	20	33.34	2	90	12	2	2	3	0.1	0.20	9.00	1.20	0.20	0.20	0.30
	30	22.23	3	135	18	3	3	5		0.30	13.50	1.80	0.30	0.30	0.50
417	40	33.34	2	90	12	2	2	3	0.08	0.16	7.20	0.96	0.16	0.16	0.24
	80	22.23	3	135	18	3	3	5		0.24	10.80	1.44	0.24	0.24	0.40
Goblin	25	33.34	2	90	12	2	2	3	0.08	0.16	7.20	0.96	0.16	0.16	0.24
	50	22.23	3	135	18	3	3	5		0.24	10.80	1.44	0.24	0.24	0.40
ACR	40	33.34	2	90	12	2	2	3	0.15	0.30	13.50	1.80	0.30	0.30	0.45
	80	22.23	3	135	18	3	3	5		0.45	20.25	2.70	0.45	0.45	0.75
U100	40	33.34	2	90	12	2	2	3	0.1	0.20	9.00	1.20	0.20	0.20	0.30
	80	22.23	3	135	18	3	3	5		0.30	13.50	1.80	0.30	0.30	0.50

Shotguns

			Shots to Kill					
Guns	**Range**	**HP**	**PvE**					**PvP**
			Grunt	Enforcer	Elite	Veteran	Marksman	Player
			66.66	3000	400	66.66	66.66	100
		Damage at Range	**Shots / Pellets to Kill**					
SG-90	10	177.84	1	17	3	1	1	1
	15	16	5	188	25	5	5	7
D12	10	177.84	1	17	3	1	1	1
	15	16	5	188	25	5	5	7
M1014	15	133.38	1	23	3	1	1	1
	25	24	3	125	17	3	3	5
RSG-12	15	133.38	1	23	3	1	1	1
	25	24	3	125	17	3	3	5
ACS-12	10	177.84	1	17	3	1	1	1
	15	16	5	188	25	5	5	7

Submachine Guns

			Shots to Kill							Time to Kill					
Guns	**Range**	**HP**	**PvE**					**PvP**	**Rate of Fire**	**PvE**					**PvP**
			Grunt	Enforcer	Elite	Veteran	Marksman	Player		Grunt	Enforcer	Elite	Veteran	Marksman	Player
			66.66	3000	400	66.66	66.66	100		66.66	3000	400	66.66	66.66	100
		Damage at Range	**Shots / Pellets to Kill**							**Seconds to Kill**					
SMG-11	15	33.34	2	90	12	2	2	3	0.067	0.13	6.03	0.80	0.13	0.13	0.20
	35	22.23	3	135	18	3	3	5		0.20	9.05	1.21	0.20	0.20	0.34
MP9mm	20	33.34	2	90	12	2	2	3	0.1	0.20	9.00	1.20	0.20	0.20	0.30
	30	22.23	3	135	18	3	3	5		0.30	13.50	1.80	0.30	0.30	0.50
R2000	20	33.34	2	90	12	2	2	3	0.1	0.20	9.00	1.20	0.20	0.20	0.30
	30	22.23	3	135	18	3	3	5		0.30	13.50	1.80	0.30	0.30	0.50
MP5	15	33.34	2	90	12	2	2	3	0.075	0.15	6.75	0.90	0.15	0.15	0.23
	35	22.23	3	135	18	3	3	5		0.23	10.13	1.35	0.23	0.23	0.38
Vector 45ACP	10	66.67	1	45	6	1	1	2	0.067	0.07	3.02	0.40	0.07	0.07	0.13
	25	22.23	3	135	18	3	3	5		0.20	9.05	1.21	0.20	0.20	0.34
M1SMG	10	66.67	1	45	6	1	1	2	0.075	0.08	3.38	0.45	0.08	0.08	0.15
	25	22.23	3	135	18	3	3	5		0.23	10.13	1.35	0.23	0.23	0.38

Sniper Rifles

			Shots to Kill							Time to Kill					
			PvE					**PvP**		**PvE**					**PvP**
Guns	**Range**	**HP**	Grunt	Enforcer	Elite	Veteran	Marksman	Player	**Rate of Fire**	Grunt	Enforcer	Elite	Veteran	Marksman	Player
			66.66	3000	400	66.66	66.66	100		66.66	3000	400	66.66	66.66	100
		Damage at Range	**Shots / Pellets to Kill**							**Seconds to Kill**					
SR-25	20	50	2	60	8	2	2	2	0.3	0.60	18.00	2.40	0.60	0.60	0.60
	75	33.34	2	90	12	2	2	3		0.60	27.00	3.60	0.60	0.60	0.90
SVD	20	75	1	40	6	1	1	2	0.6	0.60	24.00	3.60	0.60	0.60	1.20
	40	50	2	60	8	2	2	2		1.20	36.00	4.80	1.20	1.20	1.20
AC-AR	20	50	2	60	8	2	2	2	0.1	0.20	6.00	0.80	0.20	0.20	0.20
	75	33.34	2	90	12	2	2	3		0.20	9.00	1.20	0.20	0.20	0.30
M107	20	120	1	25	4	1	1	1	0.6	0.60	15.00	2.40	0.60	0.60	0.60
	75	100	1	30	4	1	1	1		0.60	18.00	2.40	0.60	0.60	0.60

/ _VEHICLES

If getting around town as a pedestrian isn't quite your speed, it's worth commandeering or even ordering one of the large number of vehicles available to you. Many are significantly better at one type of activity than others. But all are covered in the following section.

Video is restricted

// Vehicle Appropriation

There are 64 road vehicles available to you (7 heavy vehicles, 5 motorcycles, 11 muscle cars, 11 performance vehicles, 7 sports cars, 4 trucks, and 19 budget vehicles), 4 types of police vehicles (which aren't available on your Car on Demand App), and 3 types of boat. There are also Faction and other variants only available on the streets of Chicago.

// Car on Demand App

Bring up your smartphone tile app menu and select the Car on Demand App; this fantastic tool enables you to call a vehicle to your location between missions (but not during them; new cars will not be driven to the middle of a firefight). This allows you to choose from a list of vehicle types and summon any unlocked vehicle to a nearby location, usually for a small fee. Why? So you have your preferred vehicle to drive or ride on prior to a mission start, giving you the advantage of a vehicle you're comfortable in, or one tailored to a specific action. But how do you unlock vehicles in the first place?

// Vehicle Appropriation /// Unlocking a Vehicle

You don't want to spend your time just driving around in a Bogen 200 (though this is a surprisingly agile vehicle), so unlocking vehicles should be a top priority, until you find a car or bike that performs to your satisfaction. Here's how you can unlock vehicles:

Hot-wiring: Before you have the Car Unlock skill, any vehicle you want to drive that you find on the streets needs to be unlocked with a swift elbow to the window and a manual unlock. This usually results in a citizen calling the police and is dangerously slow if enemies are engaging you at the same time.

Hack Unlocking: Once you have the Car Unlock skill, you simply highlight the vehicle you want to drive, hack it, and the alarm and locks are automatically disengaged. This is the method you'll unlock most vehicles with. With hot-wiring or Hack Unlocking, you then add this vehicle to your Car on Demand App and usually find a small amount of cash or other valuables (which you should bring to a pawnshop) in the glove compartment.

Hacking Civilians: When you're wandering around town, be sure to hack any citizens you can, as there's a chance one of them owns a vehicle you haven't unlocked yet. With the Profiler Optimization skill, these citizens are highlighted with a blue cursor. Hack them, and you might receive a new vehicle unlock; you can now access the vehicle mentioned onscreen after the hack, from your Car on Demand App.

Progression Activities: Consult the Progression Tree for all your activities, and cycle through the information, as some vehicles can only be unlocked (in the App) if you complete a particular mission. For example, the Vespid LE can be unlocked normally, but costs cash to summon the first time you want it. However, once you discover seven Burner Phones during this Investigation, you can summon it for free. So quickly take the Progression Tree for a spin, look for the vehicles you want to own, and finish their associated mission. Or pay up a single, sometimes exorbitant, fee.

Exclusive Vehicles: Certain vehicles, such as the Papavero Stealth Edition, are only unlocked as a pack bonus for preordering the game, ordering from a certain retailer, completing a mission available as a preorder bonus, or unlocking via Uplay. This only applies to a few vehicles, and this Papavero Stealth Edition is the only one with any specific advancements not available to other vehicles (its stealth capacity reduces the rate of enemy detection during escapes).

// VEHICLES /// Vehicle Types

Before you kick some tires and inspect all the specific vehicles, it's worth learning the main differences between vehicle types.

//// Budget

When escaping the police or chasing the Club around Chicago, don't expect rampant success at the wheel of these machines: They have poor toughness (a real problem during a jostling) and appalling acceleration (meaning you can't get away or reach a fleeing target as easily). But the subcompact vehicles like the Bogen 200 and the Lithium SP are narrow enough to be rather pleasing to weave through traffic in. Plus, the vans and the Relegater are good for parking and climbing onto the roof of when looking for a way into a restricted area or they can act as movable cover.

//// Sports Car

Thoroughly recommended: Compact enough to work well in tight turns and around slower traffic and with enough oomph to reach a fleeing suspect or escape the police, these sports cars are utilized often by the discerning driver-for-hire. These cars have impressive acceleration coupled with spectacular handling and a top speed that's more than adequate for most situations. Try out the Zusume R, which is a great all-rounder, or the infamous Luciano, the cream of the crop. However, these vehicles don't do well with repeated battering, so be ready to change vehicles if you plan to ram and chase foes or survive a mass of police swarming after you.

//// Heavy-Duty

Large and bulky vehicles are terrible when you need to move nimbly around narrow streets or off-road climbs where they can get stuck easily. But if you have enough space, and you're seeking to ambush the enemy or ram one off the road, these can be extremely handy—as long as you know which one to pick. The toughest of all the vehicles, these trucks can take a huge amount of punishment and can break through barricades and strike into enemy cars with ease. The handling is surprisingly adequate, too, as is the top speed in most cases. Only the acceleration (with the exception of the ambulance) is subpar. But if you need to run over or smash something, pick one of these monsters, like the fire truck.

//// Off-Road

The four off-road trucks offered here are excellent choices, and not just when you're driving around the hills of Pawnee; they provide average or above ratings in all four driving categories, with particularly adept acceleration and handling. This is helpful, as they are quite bulky to maneuver, and you need the precision steering to swerve through narrow gaps. Don't expect lithe bike or sports car–like handling, though. Where these vehicles really shine is their off-road capabilities; they don't lose traction, so you can take them on any dirt trails they can fit down, or on the grass and railroad tracks, or through industrial gravel yards of the Wards and Brandon Docks, without fear of losing control. Get yourself a Tributary 1500 and try out the more wild of rides.

//// Muscle

Your first experience with muscle cars might be the 571 or Vespid models, which have rather tail-happy handling. Though they can be difficult to steer into a tight alley and require extra concentration when you're going flat-out, they have exceptional top speed and acceleration; just watch out when you try to corner or handbrake. Practice your turns to avoid spinning out. Outside of heavy vehicles, these have a good toughness and are great to use in car combat tasks.

//// Motorcycle

Motorbikes are a thoroughly recommended mode of transportation, unless any kind of ramming is involved. They have incredible acceleration, meaning you should use them to reach locations as quickly as possible. Their small size means they can squeeze through gaps (such as raised bollards) that no other vehicle can manage. Move between traffic with ease. Take ramps and pitch the vehicle down slightly so both wheels land to minimize damage. Amaze yourself at the handling and top speed of the Sayonara bikes. And when you're in Pawnee, use the Kuruhawa, as it has off-road capabilities.

//// Performance

These have enough top speed and acceleration to pin your head back in your seat; they are the best at long, straight highway driving. Performance vehicles have the very best ranking for these two statistics and have higher-than-average handling in most cases. The only time these vehicles suffer is their toughness, which isn't good at all, making these the vehicle to chase a foe, but not one to take on a bunch of foes in vehicles. Though these vehicles have arguably better stats than sports vehicles, they are more expensive to purchase in your App, so you may wish to steal them instead, or use sports vehicles. Certain performance vehicles are also quite tail-happy and are sometimes wider than sports cars, making them a little trickier to control at the very limits of speed and handling. The Rosewood has the highest statistics of any vehicle, so it's well worth obtaining just to try out.

//// Police

The police have five vehicles, but only four are accessible (you can't pilot the helicopter): the ubiquitous patrol car, which offers reasonable acceleration, a good degree of handling, and a slightly faster Interceptor variant; the rebadged Polar (SUV) in white and blue; and the SWAT team SUV. Obviously, these vehicles won't be available on your App, so you only get the chance to drive them when you steal them during a felony, when your Heat level is sufficiently high, and when you're likely to be in danger. You're more easily spotted driving a stolen cop car too!

//// Boats

There are three boats you can pilot on the water. Two of them are extremely good at maneuvering you from land mass to land mass, and the third is the water taxi, which is a slightly laborious process (though this vessel is extremely tough). The speedboat is wide and fast, while the patrol boat is slower but narrower. However, either of the latter craft are more than adequate for any water-based activities you have planned, and they certainly beat swimming!

Tip

Don't underestimate boats; they can allow you to flee from a police chase very easily; especially if you speed off toward the lighthouse!

/// Vehicles Statistics Table

The following table details the maneuverability of every vehicle you can drive, ride, or pilot. Here's what everything means:

Car on Demand Price: The cash you need to pay to order this vehicle, once you unlock it.

Top Speed: How fast the vehicle will travel after acceleration. The higher, the faster.

Acceleration: How quickly the vehicle increases in speed. The higher, the quicker.

Toughness: How much damage the vehicle can take from ramming or enemy fire. The higher, the tougher.

Handling: How adept and nimble the vehicle is at turning, skidding, and remaining on all wheels. The higher, the better.

Off-road: Whether this vehicle is capable off-road. If it isn't, expect to spin your wheels and lose control more often.

//// Budget

Bogen 200

Price: Free

Cavale

Price: Free

Cavale Taxi

Price: Only available in Chicago

Crosscountry Series

Price: Free

Crosscountry Taxi

Price: Only available in Chicago

Fasto

Price: Free

Kigan AWD

Price: Free

Koln 500S

Price: Free

Koln 500S Club Variant

Price: Faction Vehicle

Landrock Van 1500

Price: Free

Landrock Van 1500 Workman

Price: Only available in Chicago

Landrock Van 1500 Camper

Price: Only available in Chicago

Landrock Van 1500 Taco Truck

Price: Only available in Chicago

Landrock Van 2500

Price: Free

Landrock Van 2500 ctOS

Price: Only available in Chicago

Landrock Van 2500 Workman

Price: Only available in Chicago

Landrock Van 2500 WKZTV

Price: Only available in Chicago

Leo

Price: Free

Lithium SP

Price: Free

Philandra

Price: Free

Relegate V6

Price: Free

Relegater

Price: free

Relegater Ice Cream

Price: Only available in Chicago

Sculptor 2.5R

Price: Free

Sumitzu Auto 1.6

Price: Free

Talos

Price: Free

Talos Club Variant

Price: Faction Vehicle

Vessel

Price: Free

Vessel Viceroy Variant

Price: Faction Vehicle

Vessel Taxi

Price: Only available in Chicago

Woodie

Price: Free

Zusume

Price: free

//// Heavy

Flatbed Truck

Price: free

Flatbed Box Truck

Price: Only available in Chicago

Flatbed Dump Truck

Price: Only available in Chicago

Flatbed Fuel Tanker Truck

Price: Only available in Chicago

Garbage Truck

Price: Free

WKZ-TV Truck (Box Truck)

Price: $500

Box Truck

Price: Only available in Chicago

Cement Truck

Price: $1,000

Ambulance

Price: $2,000

FireTruck

Price: $2,000

Convoy

Price: $3,000

Convoy (Bank Truck)

Price: Only available in Chicago

//// Motorcycle

Kodachi

Price: Free

Sayonara LE

Price: PROGRESSION REWARD

Kuruhawa Motorsport 450

Price: $2,000

Special: Offroad

Chopper

Price: $5,000

Sayonara

Price: $10,000

//// Muscle

571

Price: Free

571 Militia Variant

Price: Faction Vehicle

Adamant S-Series

Price: Free

Gambino

Price: PROGRESSION REWARD

Magnate LE

Price: PROGRESSION REWARD

Vespid LE

Price: PROGRESSION REWARD

3.9T

Price: $5,000

3.9T Viceroy Vatiant

Price: Faction Vehicle

Haikal R

Price: $15,000

Vespid HMI

Price: $15,000

Magnate

Price: 25,000

Sonarus LX

Price: $25,000

Vespid 5.2

Price: $25,000

//// Performance

Boxberg LE

Price: PROGRESSION REWARD

Livraga LE

Price: PROGRESSION REWARD

Papavero Stealth Edition

Price: SPECIAL REWARD

Special: stealth

* This car has stealth capacity; reduces the enemy rate of detection vs the player

Rosewood

Price: PROGRESSION REWARD

Amargosa Turbo

Price: $8,000

336-TT

Price: $20,000

550S

Price: $20,000

Boxberg R1

Price: $20,000

Papavero

Price: $50,000

Scafati GT

Price: $50,000

Livraga 350

Price: $200,000

//// Sport

Core-T

Price: Free

Kirscher

Price: Free

Luciano

Price: PROGRESSION REWARD

Rotor

Price: $2,000

Zusume R

Price: $10,000

Carrozza

Price: $15,000

Sunrim

Price: $15,000

//// Truck

Steadfast 3000

Price: Free

Special: Offroad

Steadfast 3000 Camper

Price: Only available in Chicago

Special: Offroad

Steadfast 3000 Militia Variant

Price: Faction Vehicle

Special: Offroad

Tributary 3500

Price: $1,000

Special: Offroad

Polar

Price: $3,000

Special: Offroad

Polar Viceroy Variant

Price: Faction Vehicle

Special: Offroad

Tributary 1500

Price: $5,000

Special: Offroad

//// Boats

Speed Boat

Price: ONLY AVAILABLE IN CHICAGO

Special: WATER ONLY

Fishing Boat

Price: ONLY AVAILABLE IN CHICAGO

Special: WATER ONLY

Water Taxi

Price: ONLY AVAILABLE IN CHICAGO

Special: WATER ONLY

//// Police

Patrol Car (Cavale)*

Price: Only available in Chicago

Patrol Car (Vessel)*

Price: Only available in Chicago

Police Interceptor (Sonarus LX)*

Price: Only available during Police Chase

SUV (Polar)*

Price: Only available during Police Chase

Special: Offroad

SWAT SUV (Polar)*

Price: Only available during Police Chase

Special: Offroad

Police Helicopter

Price: Not available

*Police vehicles have these statistics when you hijack and use them. They have numerous and different statistics — not available — when driven by the police

// TOP TEN VEHICLES

The sheer number of vehicles may make it difficult to choose. Drive at least the following vehicles during your adventure. Particular attention (and kudos) has been given to vehicles that are easily and cheaply available. These may not be your top ten, and your opinion may vary, but this provides a good starting point for vehicle acquisition:

//// 10 / Rotor

Strengths: Cheap, compact for narrow navigating, good top speed, acceleration, and handling.

Weaknesses: Not tough at all.

//// 09 / Steadfast 3000

Strengths: The quintessential off-road vehicle. Free to summon. Reasonably tough with good handling. Can go off-road without handling problems.

Weaknesses: Top speed isn’t great.

//// 08 / Tributary 1500

Strengths: Statistically the best Truck available. Good to great stats in all four categories. Very tough.

Weaknesses: Quite bulky, so pay extra attention when dodging or entering narrow areas.

//// 07 / Ambulance

Strengths: As tough as an armored truck but with better handling. Amazing toughness, great top speed, and good acceleration. Can be climbed on to reach higher areas. Cheap price.

Weaknesses: Handling isn’t precise, bulky.

//// 06 / Sayonara

Strengths: Nothing is more nimble on the roads. Insane acceleration and handling. Great for squeezing through gaps in scenery.

Weaknesses: Terrible toughness. Easy to get knocked off or fall from one.

//// 05 / Luciano

Strengths: The best acceleration, fantastic top speed and handling. Very purple.

Weaknesses: Moderate toughness. Not available until later in the game.

//// 04 / Gambino

//// 03 / Rosewood

Strengths: Maximum top speed and acceleration. Above-average toughness and handling; arguably the best all-round option for any situation.

Weaknesses: Quite long and not supremely nimble. Not available until later in the game.

//// 02 / Zusume R

Strengths: Statistically the best vehicle to use until end-game vehicles are unlocked. Sublime handling and great acceleration.

Weaknesses: Toughness isn't great. Easy to confuse with the budget model; steal the one with the spoiler!

//// 01 / Papavero Stealth Edition

Strengths: Maximum top speed and acceleration, coupled with great handling. A unique stealth ability reduces detection by enemies!

Weaknesses: Only average toughness. With great power comes great responsibility; easy to crash if you're irresponsible or less than skilled.

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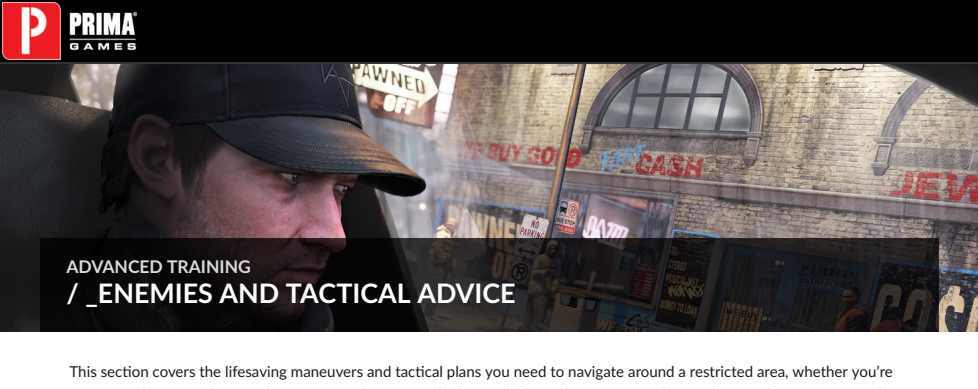

ADVANCED TRAINING

/ _ENEMIES AND TACTICAL ADVICE

This section covers the lifesaving maneuvers and tactical plans you need to navigate around a restricted area, whether you're on foot and using parkour or driving one of the many vehicles available. Infiltration, intimidation, driving, chase, escape, and police avoidance tactics are all explained in detail. A list of terminology used in the missions throughout the guide concludes this training chapter.

// ENEMY TYPES

It's important to know who you're going up against: faction members, street gangsters, corrupt cops, and Fixers with access to better weapons and technology. All are after you, and all need to be avoided or eliminated.

/// Faction Members

Here's what to look for in an enemy—their rank. Whenever you tag or "mark" someone (using your Profiler, a security camera, or the ctOS scan tool), their digital insignia is superimposed over them, helping you identify what you're dealing with. Now look at the foe's weapon to see what type of damage they can inflict (check the table after the enemy descriptions). Note these enemies can be on foot or in vehicles or can change from vehicle to foot at any time (except for Marksmen in helicopters).

//// Gunman

WEAPONS USED:

Pistol: P-9 mm

Assault Rifle: OCP 11

SMG: SMG-11

SHotgun: D12

Frag Grenade

This is a common thug, patrolling guard, or low-level criminal. They are easily spotted and are the most plentiful. Their insignia is a single-arrow rank chevron.

//// Veteran

WEAPONS USED:

Pistol: 1911

Assault Rifle: AK-47

SMG: MP9

SHotgun: SG-90

Frag Grenade

Targets you need to take down, or more competent or seasoned enemies, are of Veteran status and carry more potent weaponry. Their insignia is a double-arrow rank chevron.

//// Elite

WEAPONS USED:

Pistol: D50

Assault Rifle: Goblin

SMG: R-2000

SHotgun: RSG-12

Frag Grenade

Expect a more difficult battle when these foes turn up. They are dressed in body armor and can withstand serious punishment (except for headshots, which are the only option outside a melee strike). Their insignia rank is a star.

//// Enforcer

WEAPONS USED:

Shotgun: SG-90

AUto Shotgun: ATSG-12

LMG: U-100

Enforcers are feared and rightly so; they are clad head to toe in tough armor and take hideous amounts of punishment before they fall. They can't be melee-attacked (until you unlock the Enforcer Combat Take Down skill) and can take multiple sniper rounds to the head. Defeat using explosives (grenades and infrastructure detonations), or run them over...twice. Their insignia rank is a shield.

//// Marksman

WEAPONS USED:

Pistol: P250

SNIPER RIFLE: SVD

SNIPER RIFLE (ELITE): AC-AR

Anyone standing on a vantage point or patrolling with a sniper rifle and bearing the circular reticle insignia is a Marksman. He's usually the first one you should target, due to his advantageous sniping position and strength of his weapon. You can also see him due to the laser sight he uses on his sniper rifle. There are Elite Marksmen, too, who are dressed in Elite garb but are otherwise identical to regular Marksmen.

//// Shot-Caller

From the previous list of enemy types, some may have the additional ability to call reinforcements. These are known colloquially as "Shot-Callers," and additional foes arrive within ten seconds unless you cut off their communication with a Blackout, Jam Coms, or takedown. Their insignia is the enemy's rank, with a Wi-Fi wave.

Tip

In terms of takedown order, it's usually best to slay Marksmen first, then Shot-Callers (so they can't call reinforcements), and then anyone else. It's also good to keep away from Enforcers, as you can be easily cut down by their gunfire; contain them in an area or avoid them until you have the tactical advantage.

Don't stay in one place, try to watch the enemy's shooting patterns to know when it's safe to pop out of cover. When blood appears onscreen, go back in cover, stay safe, and don't take any risks.

/// Police Officers

The weapons used by police officers (not corrupt cops) are listed below. To maintain Reputation, seriously consider shooting to wound (in the knee or other extremity) or using melee strikes to lessen the hit your Reputation takes—unless you want to be considered a menace. The following officers appear when the Heat rises:

//// Officer (Veteran)

WEAPONS USED:

Pistol: Px4

Assault Rifle: 416

SHotgun: SG-90

Frag Grenade

These appear on foot or in squad cars (two per vehicle). Expect those with pistols first, then shotguns, and when the Heat level rises and the chaos escalates, officers with assault rifles appear on the scene. They show the same insignia ranking: single and double chevrons.

//// Elite (SWAT)

WEAPONS USED:

SHOTGUN: M1014

ASSAULT RIFLE: MP5

Frag Grenade

When the Heat level reaches 4 or more, expect a unit of SWAT members to appear from a black SUV. They are armed to the teeth and wearing battle armor, making them extremely difficult to take down with a weapon (aside from headshots). Use melee strikes if you're worried about your Reputation, which you shouldn't be if you're seeing these guys!

//// Enforcer (SWAT)

WEAPONS USED:

SHOTGUN: SG-90

LMG: U-100

If you've really angered the Chicago PD and your Heat level is at maximum (5), the ultimate in criminal deterrent is sent out: one or more Enforcers! They have booming, almost robotic voices and have enough armor to absorb multiple sniper rifles to the face. Drop them (ideally from a distance) with explosions or continuous gunfire, or ram them two or three times in a vehicle.

//// Marksman (Chopper)

WEAPONS USED:

SNIPER RIFLE: SR-25

Whenever you see a police helicopter with a Marksman on the side, this is the cop you're dealing with. He's a crack shot but can be neutralized if you shoot him and watch him fall from the chopper, which retreats back a bit before returning with another Marksman.

/// Enemy Weapons Table

This shows the damage that enemies attempt to inflict on you (in Hit Points). This is extremely helpful, as you can see the distance of their attacks, the types of weapons they usually carry, and how damage is impacted over distance. When you encounter an enemy, tag or "mark" to learn his approximate rank, then note the weapon he is using and cross-reference this into the following table.

//// Faction Members

	medium difficulty			easy difficulty							HARD/REALISTIC difficulty										
NPC	Weapon Type	Weapon	Damage	DR Perk Value	Dmg After DR	Shots to Near Death	Shots to Kill	Shots to Near Death / DR	Shots to Kill / DR	Multiplier	Damage	Damage / DR	Shots to Near Death	Shots to Kill	Shots to Near Death / DR	Shots to Kill / DR	Multiplier	Damage	Damage / DR	Shots to Near Death	S to K
Grunt	Pistol	P-9mm	23	0.75	17.25	4	5	5	6	0.66	15.18	11.385	6	7	8	9	1.25	28.75	21.5625	3	4
	Assault Rifle	OCP 11	23	0.75	17.25	4	5	5	6	0.66	15.18	11.385	6	7	8	9	1.25	28.75	21.5625	3	4
	SMG	SMG-11	23	0.75	17.25	4	5	5	6	0.66	15.18	11.385	6	7	8	9	1.25	28.75	21.5625	3	4
	Shotgun	D12	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
Veteran	Pistol	1911	27	0.75	20.25	3	4	4	5	0.66	17.82	13.365	5	6	6	8	1.25	33.75	25.3125	3	3
	Assault Rifle	AK-47	27	0.75	20.25	3	4	4	5	0.66	17.82	13.365	5	6	6	8	1.25	33.75	25.3125	3	3
	SMG	MP9	27	0.75	20.25	3	4	4	5	0.66	17.82	13.365	5	6	6	8	1.25	33.75	25.3125	3	3
	Shotgun	SG-90	50	0.75	37.5	2	2	3	3	0.66	33	24.75	3	4	4	5	1.25	62.5	46.875	2	2
Elite	Pistol	D50	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
	Assault Rifle	Goblin	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
	SMG	R-2000	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
	Shotgun	RSG-12	50	0.75	37.5	2	2	3	3	0.66	33	24.75	3	4	4	5	1.25	62.5	46.875	2	2
Enforcer	Shotgun	SG-90	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
	Auto Shotgun	ATSG-12	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
	LMG	U100	27	0.75	20.25	3	4	4	5	0.66	17.82	13.365	5	6	6	8	1.25	33.75	25.3125	3	3
Marksman	Sniper Rifle	SVD	80	0.75	60	1	2	2	2	0.66	52.8	39.6	2	2	3	3	1.25	100	75	1	1
	Sniper Rifle (Elite)	AC-AR	80	0.75	60	1	2	2	2	0.66	52.8	39.6	2	2	3	3	1.25	100	75	1	1

//// Chicago Police Officers

	medium difficulty			easy difficulty							HARD/REALISTIC difficulty										
NPC	Weapon Type	Weapon	Damage	DR Perk Value	Dmg After DR	Shots to Near Death	Shots to Kill	Shots to Near Death / DR	Shots to Kill / DR	Multiplier	Damage	Damage / DR	Shots to Near Death	Shots to Kill	Shots to Near Death / DR	Shots to Kill / DR	Multiplier	Damage	Damage / DR	Shots to Near Death	S to K
Officer (Veteran)	Pistol	Px4	27	0.75	20.25	3	4	4	5	0.66	17.82	13.365	5	6	6	8	1.25	33.75	25.3125	3	3
	Assault Rifle	416	27	0.75	20.25	3	4	4	5	0.66	17.82	13.365	5	6	6	8	1.25	33.75	25.3125	3	3
	Shotgun	SG-90	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
Elite (SWAT)	Shotgun	M1014	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
	Assault Rifle	MP5	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
Chopper Marksman	Sniper Rifle	SR-25	50	0.75	37.5	2	2	3	3	0.66	33	24.75	3	4	4	5	1.25	62.5	46.875	2	2
Enforcer (SWAT)	Shotgun	SG-90	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2
	LMG	U100	40	0.75	30	2	3	3	4	0.66	26.4	19.8	4	4	5	6	1.25	50	37.5	2	2

Note

Veterans and Elites can throw grenades.

// FEELING THE HEAT: POLICE AND FACTION AVOIDANCE MANEUVERS

Video is restricted

During your missions or when the citizens of Chicago call the police after you create havoc, you are expected to avoid the cops or face arrest. Take them on, and you will lower your Reputation and have more run-ins with the law. Similarly, factions sometimes search for you and give chase. This section helps you understand what to look out for.

/// Police Search

Evade a police or faction chase by breaking the line of sight with your pursuers. Then you can escape by hiding until the search timer (the yellow alert in the bottom-right corner) reaches 0% or by fleeing the search circle without being detected. Or, you can use a Jam Coms and remove the search circle entirely. The many additional tactics later in this chapter work well too.

/// Police Alert

If you fail to escape the police or faction search, your Heat level turns red and has a number of stages. The higher the stage, the more police are summoned. With factions, you simply have up to six vehicles to avoid. With the cops, you have a number of vehicles depending on how far through the main missions you are; these modify your Felony (or Heat) level. Expect the following maximum number of vehicles dependent on your mission completion and level:

Stage 1 (Start)

Heat Level 1: 2 vehicles

Heat Level 2: 2 vehicles

Heat Level 3: 3 vehicles (+helicopter)

Heat Level 4: 4 vehicles (+helicopter)

Heat Level 5: 5 vehicles (+helicopter)

Stage 2 (Once Act II is completed)

Heat Level 1: 2 vehicles

Heat Level 2: 3 vehicles

Heat Level 3: 4 vehicles (+helicopter)

Heat Level 4: 5 vehicles (+helicopter)

Heat Level 5: 6 vehicles (+helicopter)

Stage 3 (Once Act IV is completed)

Heat Level 1: 3 vehicles

Heat Level 2: 4 vehicles (+helicopter)

Heat Level 3: 5 vehicles (+helicopter)

Heat Level 4: 6 vehicles (+helicopter)

Heat Level 5: 7 vehicles (+helicopter)

At Heat levels 1 and 2, expect cops with pistols and shotguns. At Level 3 and above, expect assault rifles and SMGs. At Level 4 and above, SWAT team members will exit a black SUV and begin a tactical strike. They are heavily armored, so you must flee from them or shoot them in the head. Want to become a menace and raise your Heat to Level 5? Simply keep killing cops.

Tip

Conversely, if you need to incapacitate a cop but don't want the Reputation of his death on your conscience, shoot him in the knee or leg so he's down but not dead. Your Reputation doesn't suffer quite as much, either.

/// Rest and Heat System

You reduce your Heat by fleeing from the cops (you need to reach beyond their giant circular search area radius), losing them while they search for you and waiting for the Heat Alert Level to go from red (active chasing) to yellow (searching) and finally white (your Felony level). This Felony level is problematic at Level 3 and above, as the public are more swayed to call the cops, and you appear on news broadcasts. So flee to your Hideout and sleep to reduce your heat.

Caution

Complete a chase involving enemy factions by killing all of them. But this doesn't work with the police!

// INVESTIGATION, INFILTRATION, AND INTIMIDATION

Video is restricted

This part of the training chapter provides a thorough overview of every possible method you should think about attempting when faced with enemies and an area to explore. Obviously, the specific restricted areas you'll be infiltrating, the roads you'll be ambushed from, and the criminals you'll be chasing may lead you to make different decisions or utilize plans not discussed here, but this still gives a good overview of the tactics you can try.

Tip

Need more precise tactical know-how? Then consult the main missions, investigations, and side mission chapters for tactics specific to every enemy-related location in Chicago.

Note

Most of these tactics also apply to multiplayer games.

/// ON-FOOT INFILTRATIONS

Many missions involve a similar tactical plan: You have a building, yard, or apartment block to maneuver through, with several guards inside the area. One or two might be snipers. Two or four might be Shot-Callers. One may be a target you need to hack, or there's a waypoint to reach and the foes stand between you and it. What do you do?

Quite a lot, actually. There's an incredible amount of nuance to your sneaking, due to the complete freedom you have and the flexibility you have with climbing, hacking, using scenery to your benefit (via climbing, hacking, or shooting it), and accessing the firepower or vehicles you can bring along. But here are the general ways to approach such a mission:

/// Passive Tactics

You can complete most missions without unholstering your gun or taking your baton from your coat. In fact, it's daring and entertaining to try utilizing a combination of the environment and technology to minimize bloodshed. Try the following:

01. Smart: Remote Camera Hacks

The first tactic doesn't even need you to be in the restricted area! Look around for a ctOS camera and access it for a remote view. Then move into subsequent cameras, tagging enemies to easily see them when you revert back to Aiden. Remember there are cameras in laptop computers, too, and cameras are often facing, or can be moved to face, an objective target, which you can hack while still outside and out of danger. Can you complete an entire mission without stepping foot inside a restricted area? Occasionally, even this is possible!

02. Smart: Guard Camera Hacks

There are also enemies patrolling the grounds who may have cameras on them. These provide movable views of an area to judge guard routes and to find additional static cameras to move to, and even objective targets they may be guarding, which could be hacked while you're looking through their view.

03. Smart: Guard Disruption or Explosion Hacks

With your Hacker's Tool Kit skill, around half the enemies you encounter may have an additional technological short-coming you can exploit. These are random, but worth attempting. You can "disrupt" (one battery slot) a foe by temporarily incapacitating him after sending him a text message or phone call. This lasts around five seconds and enables you to sneak past him without being seen. Or, you can "explode" (two battery slots) a foe's grenade, which causes others to investigate the location and the foe to throw the grenade away, or drop it and explode himself. This technique is great if used at distance, leading foes away from your sneaking path. Or, it can be used just prior to changing to a more violent path.

04. Smart: Crafted Tools

While Blackout works well at night, it cuts off technology while the lights are out, but it still makes stealthy creeping much easier and safer (if you aren't wanting to hack as you go). Also begin an infiltration with a simple ctOS Scan, usually after using the remote cameras and catching and tagging any foes you might have missed, just to be sure you can see the outlines of every single foe before you move in.

05. Smart: Infrastructure Hacks

Infrastructure or scenery such as vaults, pipes, and other explosive areas can be hacked remotely from cameras, so you can remain safely away from the confusion it causes. See how many foes you can defeat in this manner, or distract them to another part of the area you're thinking of moving through. It's also important to use lifts, gates, garages, bridges, and other non-explosive infrastructure to help enter the area you wish to maneuver through, if applicable.

06. Using Cover

The elements of cover are critical to remaining hidden; scurry from cover to cover, staying out of sight of every enemy, moving behind them, and creeping to their side (their peripheral vision isn't great, so try outflanking them). If you can't reach a cover point using the Cover button, press the Vault button to stop being in cover, and scurry over to the cover point instead. Your plan is to get as far through the restricted area as you can without interacting with any foe (only hacking).

07. Parkour

There are many more routes to take if you take elevated pathways: climb and use low barriers as cover, work your way around an upper perimeter, and use any part of a building's structure that you can reach. Move around walls to avoid a patrolling foe. Check every door to see if it opens. Eye all exits, stairwells, and clusters of scenery that create climbing opportunities. Are there open windows above you? Is there a crane with a container you can climb on and ride to a better vantage point? Then use them to reach your target, rather than a more dangerous ground-level infiltration.

/// Stealth Tactics

This is where you can try the majority of your impressive takedowns, using a combination of stealthy creeping in Passive play, but with the added benefits of relying on melee strikes for the majority, if not all, of your takedown opportunities. Enter restricted areas with stealth on your mind, before everything degenerates into more violent combat if or when you're spotted.

Tip

Want to try a mixture of stealth and violence? Then buy Spec-Ops weapons at the gun shop (or find others given out as Progression rewards). They are silenced so foes have a harder time hearing you (though they will investigate that dead body you just created, if they see it).

08. Vehicle Parkour

Need help infiltrating an area? If you don't want to use the usual lifts, doors, or gates, you can always park a van, truck, or fire engine against a perimeter wall, climb onto the vehicle, and then hop over the wall. Make sure the perimeter is sturdy enough; you can easily ram through a fence and start violence, so try vehicle parkour only against higher walls or lower rooftops you can't normally reach.

09. Cover and Melee Strikes

Many restricted areas are a maze of containers, walls, low barricades, and other cover opportunities. Spend most of your time flitting from cover to cover, and then reach out, dispatch a foe with a melee strike, and then drop back into cover. Move to a position where you're to the side of a foe as he walks past, so you can easily (and automatically) step out and bring him down. Try to maneuver around and behind any stationary foes so they don't know what's hit them. And don't let anyone see you when you're doing it (check the minimap to see where foes are facing).

10. Parkour and Melee Strikes

Use all the aforethought and passive planning as you utilize the environment (stairs made of stacked pallets, scaffold platforms near high windows, and other infiltration opportunities), but with the added knowledge that you can bring your baton into a foe's skull at any moment. Check your position against all foes, using the minimap to ensure you won't be seen, and then vault or drop onto a foe and incapacitate them.

11. Focus and Melee Strikes

Focus is used more with shooting than melee strikes, but it's still worth employing if you have a rush or maneuver you need to make before reaching the foe to grab them. You will usually use this when the terrain you're moving through features areas you might be caught in, like a foe being on the other side of a table and you needing some precise "steering" to move Aiden around and at the enemy in a fluid motion.

12. Rushing and Melee Strikes

Don't be afraid to use this all the time; you usually have a couple seconds where, if you're spotted, a foe stalls before raising his gun to fire at you. Use this window of opportunity to rush in, grab the foe, and melee-strike him, keeping the others unaware of your location even though you made a misstep and were discovered. Be swift, and use this on Shot-Callers in particular, before they summon reinforcements. Or, simply rush and flatten the last few foes when most of the threats are already gone or you're out of ammunition.

13. Tools and Melee Strikes

The Blackout and distracting lure are both excellent options if you want to distract or bewilder your foe. The former is a great option at night, and you can then sneak up and melee-strike multiple foes quickly and with less chance of a gunfight. Distracting lures are another option, as they allow you to "steer" a foe into an ambush; lob a lure into a foe's path but close enough for you to quickly take them down without anyone seeing (e.g., around a corner).

14. Melee Executions

Remember that enemies (except the police) can be taken down with any weapon you're carrying. At melee range, with a melee attack, this is an execution. All are automatic and achieve the same goal; however, they waste ammo (as you can simply switch to your baton and not use up the bullet), and alert other foes.

15. Hacks: Protectors

If you run out of cover, create your own if there are protectors in your area. Raise these early enough so any distracted foes move away from them (or use them as a distraction), then step into the cover they afford. They can also be used to halt enemy vehicles and collapsed if a foe is hiding behind them, allowing a more easy takedown.

16. Hacks: Attractions and Distractions

There are many hacks to attract foes, so you can pass by them without combat or lure them toward you and possibly melee-strike them. Attract phones, forklifts, cranes, lifts, gates, garages, on-person distractions and disruptions, the prevention of reinforcements, and most other non-explosive infrastructure can be triggered. Hack them again and more foes may arrive to see what's going on. Use this technique consistently with good results; you're effectively "herding" enemies to a location you want them to be in. Follow up with a melee strike, gunfire, or explosive detonations.

17. Hacks: Explosions

Just like the passive explosions you can inflict on enemies, these are also recommended when you're actively infiltrating the area. If there's a foe standing by a junction box, detonate it to remove him as a threat and start foes exploring that part of the map for you, while you outflank or ignore them and get on with your goals. If no one is nearby, use these to attract and distract instead. Look for explosive canisters close to the detonation radius of an explosive hack, or find a foe with a grenade that you can detonate to daisy-chain the explosion. You can shoot this infrastructure instead of hacking it if you wish.

Tip

Remember you can hack a (random) foe carrying a grenade. Wait until he retrieves the explosive, and instead of letting him throw it away, drop him with gunfire (Spec-Ops style if you don't want to be heard). If you use a lure to guide the foe to a desired location (near other enemies or a propane tank), this essentially makes these foes walking bombs!

18. Hacks: Remote Deaths

Utilizing the infrastructure in one part of the area while you're in a safer part is a great way to thin out the enemy, especially if you want to start a firefight soon. Watch for a guard (either using remote cameras or those on the foe) to wander too close to infrastructure you can explode and then detonate it. Or hide and line up a container hanging from a crane, hack the crane, and watch the container crush the foe. Try to attract multiple foes to the area with lures or attract hacks before the remote deaths occur.

/// Violent Tactics

If you can't complete passive and stealth tactics, or if you're thirsty for blood, change up your tactics and bring out your favorite weapons to finish a mission. These tactics are far less subtle and a lot more dangerous, but they still get the job done, and often in spectacular style.

19. Weapons and Parkour

Although you can't climb and carry a weapon at the same time, where you are, height-wise, is extremely important and helpful: Do you want to wade into a restricted area with guns blazing, or do you want to ascend to where you gain the height advantage over your foes as you start firing on them? Remember that you can climb most buildings, and roofs are especially helpful as you can step back from the edge and use the tops of walls to shield you from incoming fire.

20. Weapons and Cover

Peeking out from cover and firing at enemies is a tactic you must perfect quickly, as it's vital for your continuing safety. While dashing in with guns firing can get you takedowns, it can also get you killed: But dropping to cover behind a barricade, car, or other scenery affords you the protection you need. Just be sure the enemy isn't using weapons that can pierce your cover or your cover isn't too restrictive (i.e., you can't shoot over it if necessary).

21. Weapons and Infrastructure

Moving infrastructure to aid your line of sight is a secondary but important consideration. If a container is blocking your view of a foe behind it, access the controls to move it out of the way (or into position so you can use it). Are gates, shutters, or garages preventing you from getting a good aim at a foe? Then open them so you can clearly aim and fire.

22. Weapons and Focus

Learn this technique as soon as you can, and unlock the skills that improve your Focus abilities! Buy drinks at shops to increase your Focus time, and equip Focus Boost Plus pills (a tool) to refill your Focus. Then make every elongated second count; slowing down time allows easier headshots, which is the main reason to perform a Focus attack while on foot. But you can also lob a projectile using Focus, more easily judging the arc and throwing in a brief (elongated) moment instead of lobbing at a grenade in a panic, while being shot at.

23. Weapons and Rushing

Sometimes you have to dash into the fray to bring down a foe. Be aware that you can't sprint and fire, so it's usually better to sprint and try a melee execution or drop into cover. But when cover is sparse and there's a foe to defeat, dash at him, bring out your weapon, aim at the head quickly, fire, and resume sprinting. Then hope you didn't absorb too many bullets during this time.

24. Weapons and Camping

Got a sniper rifle and a few extra minutes to sit atop a vantage point (an adjacent building, L-train track, water tower, or hill)? Then start firing off at foes, beginning with the most threatening (rival snipers and Shot-Callers) first. Booby-trap the base of your vantage point with proximity IEDs, blowing up foes trying to storm it, and then set about the culling. Use of Focus is vital for swift takedowns. Let the enemies come to you, and tackle those closest first, once initial threats are cleared. Also try similar plans, but armed with a grenade launcher, and aim for clusters of enemies or explosive scenery.

25. Shooting Foes

Simply standing around out of cover and not rushing at foes is another option. Moving decreases your chances of being struck and gives you time to figure out which other options you should try next (e.g., dropping into cover, lobbing projectiles, or charging a foe). Shooting foes from the open is usually a midrange tactic; you don't have the problem of leaning out and having cover obscuring your view. You can also be near cover without technically using it as a cover crouch point; stay close enough to have its protective benefits.

26. Shooting Infrastructure

During the chaos of a firefight, you may not have time to start hacking on your smartphone. But you can bring your weapon out and rattle off a few rounds at the explosive infrastructure (e.g., junction boxes, vaults, and pipes, using Focus if necessary). Certain scenery must be hacked (like road steam pipes), but others offer additional damage potential; this is handy if you don't have the time to aim at the head or if you need a distraction.

27. Shooting Gas Tanks

There is a whole host of flammable and explosive items strewn across most yards. Use anything red or white and in turpentine cans, oil drums, gas canisters, or larger propane tanks as offensive weapons. Shoot them, stick IEDs near them, or drop explosives so they detonate and create a chain reaction.

28. Crafted Items

Don't forget the fourth weapon at your disposal: the thrown projectile. Lob grenades at foes hiding behind cover to flush them out or blow them up. Do the same to clusters of foes. Lob proximity IEDs so you or nearby enemies set them off when the time is right. Shoot IEDs instead of hacking the ones that are remotely detonated. During nighttime infiltrations, kill the lights using Blackout, and then drop all the foes as they mill about, half blind in the confusion.

29. Crafted Items (Sticky)

Place sticky IEDs under or on vehicles so they explode when foes try to escape using those vehicles. Stick them on vehicles that are driving past a foe, and then hack or shoot to explode the vehicle, catching a foe in the explosion. Place IEDs on propane tanks or other explosive devices. Or around corners so foes walk straight into them. Or onto containers and activate the container so it moves to a high concentration of enemies and detonates. The possibilities are numerous.

30. Crafted Items (Traps)

You don't have to be so direct with your crafted projectiles: Why not place or throw an IED on a lift or forklift, use it as a distraction so a foe comes over and investigates, and then detonate it? You can do the same by setting a trap at an Attract phone. Drop proximity or hackable IEDs at thresholds or choke points, such as the base of stairs that enemies have to climb to reach you. Trap the perimeters with similar devices, where you know enemy reinforcements are coming in from. Or drop IEDs behind you on pathways and coax foes toward you. There are numerous possibilities when figuring out takedowns with traps.

31. Crafted Items (and Weapons)

A combination of weapons and tools often yields excellent results. Drop IEDs at perimeter insertion points, and then retreat to a sniping point. Then shoot the IED instead of hacking it, exploding it and taking out multiple (and usually vehicular) threats in one go? Lob in a grenade, and follow it up with a rush and shotgun blasts. Throw out a lure, wait for foes to congregate in one area, then attack from another.

32. Defensive Driving

If you're trying to reach an objective point on the yard's opposite side, your inclination is usually to sneak there. But try approaching on a motorbike, careening through the guards, ignoring them and the gunfire, and reaching the objective in the fastest possible time, before foes have a chance to react. You may find this completes a mission in seconds. Of course, you may also find that you're cut to ribbons before you reach the objective.

33. Offensive Driving

Charging into a restricted area in a vehicle is fine if you can reach an objective or cover. But you can throw caution to the wind and use a vehicle to simply cause as much carnage as possible. The abundance of concrete barriers and other obstacles can make this tricky, but there's still a possibility of taking out two or three foes before your vehicle becomes immobile. Another option is to use a vehicle parked within the restricted area, if you're close to running out of ammo or just want to strike foes with a car.

34. Movable Cover

Vehicles have another important function: they can act as movable cover. If you need to reach one end of a location and don't want to trek through cover to get there, you can drive in, get out and duck behind your vehicle, shoot foes, then drive to a subsequent point and repeat the process. Or, take a vehicle and use it to block each of the incursion points where reinforcements arrive from. When additional foes do turn up, launch a grenade or rig the vehicle with explosives and take out multiple foes at once. Try tougher vehicles like the armored truck for best results.

Tip

Remember that you receive Experience Points (XP) for each foe you kill, and in a particular manner. Think about actually letting Shot-Callers bring in reinforcements, simply to increase your experience!

/// Escape Tactics

If you're on foot and are attempting to flee an overwhelming number of foes or simply wish to remove yourself from the action and aren't concerned about finding a vehicle (or you're running to a vehicle), there are a few tried-and-true tactics to try:

35. Alleyways

Duck into a dimly lit alley, varying the route you're taking and finding more turns as fast as possible so the enemy doesn't have a constant view of your overcoat. Vary your route so it's random, or plot out a route based on previous missions or explorations. But stay off the main streets where you're more easily spotted.

36. Hiding

It's almost too easy to avoid enemies searching for you, if you can pinpoint an area where most enemies won't venture—such as the rooftops of the alleys in the middle of the Loop or up a series of parkour-accessible rooftops to a cover opportunity—then wait for the heat to die down.

37. Off the Beaten Path

Check the world map for dirt trails, grassy hills, abandoned buildings, a maze of tenement housing, into stores and out the rear exits; don't limit yourself to running down the streets. Open up garages, close them behind you, and hide inside. Do anything you can to slip into a dense section of cover and let the action cool down.

38. Enemy Damage

Your objective is to escape; if you want to take down all enemy foes, the previous section has a host of preferable strategies. But you can gain some distance between you and your foes, spreading them out so only one or two are close enough to be a problem. Then deal with them using a violent spray of gunfire or a melee strike. Leading foes away from the pack before removing them so no one is nearby is a great way to truncate a faction's search for you.

39. Collateral Damage

While you're sprinting away from enemies firing at you, try and find a crowded plaza if there are no other escape routes available. Place innocents between the enemy and you; collateral damage is the fault of your pursuers, and you gain some extra seconds to shrug off any damage and search for a hiding or escape spot.

40. Tools for the Job

If you need help extricating yourself from troublesome foes, use a Blackout to cut the power and lights. Obviously this is only helpful during night escapes, but you're able to sneak or rush by foes and maneuver away from their search patterns more easily if their vision is even more limited.

41. Search Area: Circle of Influence

Whether you're in a vehicle or not, your escape is only successful once you lose your tail, they start looking for you, and a large search area appears on your minimap. This occurs whether you're running from cops or faction members, and it's important to chart a course out of this circle but without any enemies (on foot or in vehicle) seeing you during the run. Once you're out, consider the escape successful.

42. Chopper Takedown Hack

Use your Disrupt Helicopter skill to remove the eyes in the sky constantly hunting you. You then have five seconds to reach a hiding spot before the chopper returns (or slightly more with the improved version of this skill). Do this before the ground forces find you, and you can end a pursuit in seconds.

/// DRIVING EVENTS

You have copious plans to try while you're on your feet, but it's worth learning what to do when your mission primarily involves driving. Use the following driving techniques, coupled with out-of-vehicle activities, to draw down threats and easily escape even the most tricky of driving getaways, chases, and convoys.

/// Offensive Driving Tactics

When you're preparing to deliver a knockout blow to an enemy convoy or chasing a foe in a car or truck, you want to have a vast array of options at your disposal. Here are some of the best.

Tip

You can try many of these hacking techniques while you're on foot too (e.g., if police are stalking you), but most are better attempted from your vehicle, so you can follow up if the target tries to escape.

43. Following

When you're dealing with a convoy of enemies, you're usually on a head-on interception course. But this doesn't have to be the case. Circle around their route and then follow them from behind (ideally without them noticing until it's too late). Enact any of the following plans when you close in on the target vehicle (whether it's a single enemy or part of the convoy).

44. Following and Hacking

Some missions involve gathering information from a suspect inside a vehicle, downloading information until a status bar reaches 100%, and then ignoring or killing the suspect. This involves simply driving and matching your foe as he makes tight corners, drives off-road, and attempts other ways to lose you. Choose a vehicle with great handling, don't be overzealous with your acceleration, and keep up!

45. Following and Offensive Hacking

Usually there's no need to chase the foe you're hacking; instead, execute an offensive driving plan (any of the following) and stride over to the suspect's corpse and hack his phone to get the data. This works well, unless you're explicitly told not to do this.

46. Infrastructure Hacking (Bollards)

This is also a key defensive driving technique. Follow your foe, look to the road ahead (which is easier if you're tracking a sedate convoy and much less easy when you're chasing a speeding foe), and activate a set of bollards at the end of the street. The target vehicle hits the bollards. Follow up with ramming or weapons.

47. Infrastructure Hacking (Blockers)

This is also a key defensive driving technique. Follow your foe, and look for blockers to activate at the end of the road or street you're on. Watch out; some blockers act as ramps and launch the foe, meaning a chase begins (or continues). You want the foe to hit the blocker and stop so you can follow up with ramming or weapons.

48. Infrastructure Hacking (Spikes)

This is also a key defensive driving technique. Follow your foe, tracking the road ahead for signs of a barrier and spikes to raise. Then hack and raise them, causing the vehicle to plow through the barrier and burst its tires. Retract or avoid the spikes so your tires aren't affected. Then follow up with ramming or weapons.

49. Infrastructure Hacking (Steam Pipes)

This is also a key defensive driving technique. Follow your foe, tracking the main street ahead for a steam pipe to burst. This is the easiest of the "follow and hack" techniques and incredibly helpful to pull off, providing you have the skill. Detonate the steam pipe so the target vehicle flies up and the foe dies or stumbles from the vehicle. Then follow up with ramming or weapons.

50. Infrastructure Hacking (Traffic Lights)

This is also a key defensive driving technique. Follow your foe, watching at intersections for traffic lights and several waiting vehicles. Change the lights at the right time so the convoy slows or the chase target hits vehicles moving after the lights change. Then follow up with ramming or weapons.

51. Shoot-Hacking

This is usually easier to attempt when you get in front of a convoy as part of an ambush technique, but any explosive infrastructure can be hacked or detonated by gunfire just as the target vehicle passes near it, in an attempt to incapacitate vehicle and victim.

52. Infrastructure Explosions

When chasing, watch for three pieces of scenery: ctOS Boxes, propane tanks, and metal cages filled with gas canisters. If you can push your opponent into any of these, the resulting explosion usually wrecks their vehicle. Just don't overshoot and hit the explosive scenery yourself!

53. Ramming

One of the best ways to stop a vehicle is to ram it. From the front. Head-on. Any other ramming location simply allows the enemy to continue speeding away, or in the case of a convoy suspect, start to flee. So set yourself up for a head-on collision if you can. This is easy during convoys but pretty impossible during chases.

54. Shunts and PIT Maneuvers

These occur during chases. Approach the speeding vehicle (ideally in a vehicle that has a better top speed and acceleration) and start to shunt it. Simply knocking it from the rear or sides is fine, but if you can turn in and strike the back-left or back-right corner and spin the target around in a PIT maneuver, so much the better.

55. Prediction Takedowns

These are far more easy to attempt during Convoy missions and involve you temporarily ignoring the route the enemy vehicle is taking and instead driving through alleys and other shortcuts to outflank your foe. Then come around and hit them at a predetermined location. Check your convoy route so you know where to drive out and strike the enemy.

56. Jamming, Grinding, and Flipping

When you first hit your target vehicle, continue to press on the gas and try to pivot the vehicle down into an alley, between obstacles, or flip the enemy over a central freeway barrier and jam or overturn them so the chase comes to a grinding halt.

57. Side Alley Sideswipes

This is similar to the Prediction Takedown but involves waiting down a side alley until your foe is about to drive past you. Accelerate hard and crash into his side, so the enemy vehicle flips over or is caught by scenery or stopped by other vehicles. Timing is essential here.

58. Vehicle Blockades

Another convoy plan, this involves stealing and gathering all vehicles at a street junction, ideally at a narrow street, and jamming together a load of vehicles (or one very large vehicle like a fire truck) so the convoy has to stop. Then accelerate in from the sides or behind and catch them in a blockade, or seal off the opposite end of a street with another wide vehicle and bring out your guns.

59. Ambushing

There are a wide variety of ambush options, but most involve parking a vehicle on the convoy's route so they have to stop; then step out with weapons and tools to lay waste to the target vehicle. Or hack infrastructure. Or explode infrastructure. The guide is full of potential ambush spots, usually after turns and where bollards or blockers can help stop your foe in his tracks.

60. Spotting and Camping

During Convoy missions, or if you have an insanely quick aim and Focus ability during a chase, you can drive to a location along the target vehicle's route well before they arrive there. Get out and position yourself behind your vehicle or on a high vantage point (atop a building or bridge), and wait for the target vehicle to come into view. Then snipe the driver (using Focus) at extreme range so there's fewer chances of the vehicle driving away. Train the remaining shots on the target, who usually tries to escape the vehicle. Wider areas are better for this so the foe doesn't run into cover.

61. Grenade Launching

Pack a grenade launcher when you roam the street on foot; this stops incoming enemy vehicles at closer ranges. Aim your grenade just in front of or under the front of the vehicle, and keep firing until the target vehicle is incapacitated. For the biggest takedowns, grenades should explode as enemies are just departing their vehicle, but this isn't usually possible with Convoy or chase mission adversaries.

62. Shotguns

If you're on foot and need to stop foes inside a vehicle, switch to a shotgun. This weapon (along with its associated skill, Shotgun Expert) can blast sections of vehicle off its chassis and can blast apart the doors, trunk, hood, and finally the occupants. Try the tires and engine to stop foes escaping. This is far better than other weapons, though a quick, accurate headshot aimed at the driver is just as effective.

63. Crafted Items

Though Blackout has limited use during nighttime convoy chasing, as the enemies are on a fixed path, but it can still bewilder foes. You're really utilizing tools like the proximity IED: Drop it onto the convoy route so the lead vehicle hits and explodes over it; then follow up with guns on the target vehicle. Or throw grenades or stick IEDs to the target vehicle from an ambush point.

/// Defensive Driving Tactics

Now you know how to deal with foes in vehicles aggressively. But what about when you have to escape the cops or faction members moving in on your location? This calls for some defensive driving techniques.

64. Map Appreciation

Look to your world map as the escape begins, and perhaps place a GPS route to a hiding spot you frequent, or study the area for freeways, alleys, rail lines within easy access to your vehicle, and anywhere else you can quickly drive to. Constantly check your minimap for incoming foes, police barricades, and ground troops, and avoid accordingly.

65. Hide in Car (Stealth Driving)

When prompted, you can hide in your vehicle, switching off the engine and lights and slumping down in your seat. This only works if enemies don't have a direct line of sight; you can still be discovered if one passes by. But if you've quickly sped down a couple of side streets where no immediate threats are incoming, employ this stealthy hiding spot until the heat clears. Add the Escape Artist skill to take your pursuer's chances of spotting you from 20 to 2 meters!

66. Alleyway Hiding

Alleys are great for maneuvering down and waiting. The enemy passing by on the street has an alert icon, so back up away from the foe if you see it, and watch foes attempt to find you. Optionally climb to rooftops or speed away in the opposite direction and lose your foes.

67. Weaving

When the chase really heats up, you have to make some critical decisions; if a chopper is following you, even a dash across a freeway to another part of town isn't an assured escape. Make yourself as difficult to follow as possible: Weave down alleys and side streets, make 90-degree turns at every block, make evasive maneuvers and launch infrastructure hacks as you go. You're a lot less easy to follow if you're constantly moving.

68. The Correct Vehicle

It's important that your vehicle is fast, accelerates well, has good handling, and isn't too tough, as vehicles with a high toughness aren't usually adept at quick turns and fast acceleration. Any sport or performance vehicle is good, as are bikes if you're confident you won't crash or be rammed.

69. Off-Road Antics

There are ramps scattered across the city, such as this one in Parker Square, which leads to a wharf, under a freeway, and to a dirt track that follows the main road north toward Pawnee. Foes can't usually reach off-road locations, so try heading onto rail lines, through industrial areas, and anywhere that isn't a tarmac road.

70. District Fleeing

If you're fleeing faction members and a police helicopter isn't following you, accelerate strongly and flee the district, moving directly along the freeway to a different district location. Use the fastest vehicle you can, and seek hiding spots when you get there.

71. Under the Overpass

Even with the largest police presence around, if you have enough of a head start and can find an appropriate area (usually with grass and hills rather than at the end of a road), head under a freeway overpass and hide in your vehicle. The enemy will try to seek you out, but sit tight and they usually give up. Police helicopters usually lose you here too.

72. A Change in Height

Tour the city thoroughly, especially the areas immediately around a location where you know you'll be fleeing from. Drive up into a garage or descend into the traffic tunnels under the Loop or Mad Mile, take a ramp that shoots you onto the L-train tracks, get on a mountain trail above Pawnee, or access the train track across Parker Square. Fleeing foes using untoward routes is an excellent idea if you can get there.

73. Into the Water

Got a load of cops or thugs on your tail? Then head to a jetty and locate a water craft. Speed out of the heat radius and easily complete your escape plan. Just be sure the jetty has a boat, as swimming for it usually gets you shot or tailed by a chopper.

74. Eyes off the Sky

Are the cops chasing you with a police marksman taking potshots at you? Then you can wait for the chopper to leave or you can fight back, shooting the marksman, using Focus to help you aim. Then get back in the vehicle and flee, hampering the police efforts somewhat. This is usually more helpful if the chopper has spotted you but ground forces haven't reach you yet.

75. Jam Coms

This is an amazing crafted item to use, especially during police scanning phases of your escape. You must have this prepped at any time an escape mission is called for; then before you're spotted, jam the enemy communications and maneuver away from any approaching enemy vehicles. This makes your escapes incredibly easy.

76. Infrastructure Explosions

If your escape plans only involve a minor infraction or two with enemy vehicles, you should attempt to push or shunt them into infrastructure such as ctOS boxes, propane tanks, or stacks of gas canisters, finishing the chase in spectacular style. But don't hit these explosive scenery pieces yourself!

77. Infrastructure Hacking (Bridges)

You can hack any type of road bridge that rises, so raise the bridge and jump the ramp—but keep the foe behind you from doing the same. The bridge needs to be rising sharply by the time the foe hits it to thwart him. Vertical-lift bridges are easier, and they can send your foe into the water easily.

Note

For other types of infrastructure hacking (e.g., bollards, blockers, spikes, steam pipes, and traffic lights), check the Offensive Driving advice.

78. Infrastructure Hacking (Garages)

Another key plan of escaping is heading into any of the garages that are predominantly in the Loop, Mad Mile, and sometimes Parker Square. Open a garage, enter, and shut the door behind you. Then change floors and wait out the foe; usually this is enough to lose your heat. Escape the way you came, out a door opposite, or off the roof.

79. The Shoot-Out

Just because you're driving and escaping foes doesn't mean you can't stop, bring out a favorite weapon, and use a violence tactic discussed previously, like punting a grenade into a pursuing foe. This is a good idea only if one or two enemies are close by, and you have the time to remove them before reinforcements arrive.

/// Chase Tactics

Lastly, there are times when a target on foot simply bolts from you, and you need to chase him. This might end in a vehicle chase if you let the foe go, or your foe may be fleeing from a vehicle you just totalled. So employ any of the following techniques so this doesn't happen.

80. Melee Strike

Sprint after your foe without a gun out, and try to narrow the gap between you and him; avoid citizens and obstacles that slow you down. Then leap on him and administer a beat-down.

81. Running Over

Stay in a vehicle or find one, and drive it directly at the foe. Bikes are great here, as they can fit down narrow alleys that your foe may use. Then run over the foe, which is now an effective technique as you're chasing someone on foot. If he's needed alive, get out of your vehicle and melee-strike him.

82. Shooting and Hacking

Junction boxes, transformers, regulators, vaults, ctOS boxes—any scenery you can hack or shoot to explode, which also includes canisters and propane tanks, can stagger your foe or kill him outright during a chase.

83. Shooting (and Crafted Items)

Or you can shoot him with a well-aimed and Focus-influenced headshot. Or launch him off the ground with a grenade. You can also quickly lob an IED his way and explode it as he steps on it. Or drive a vehicle with an IED attached to it, get out, and detonate the car bomb near him: There's a pretty robust set of plans for removing a fleeing foe.

// GUIDE TAGS AND FLAGS

Finally, most of the missions throughout this guide have tags and flags, which offer an immediate visual note of what type of action is required in a particular part of a mission. Explanations on these marks and flags is listed below:

This icon indicates a course of action should be tried over the others listed. If more than one action is recommended, choose the one with least difficulty, or the one you prefer.

The difficulty rating indicates the complexity or danger of the course of action (and isn't related to the difficulty of the game), as follows:

- **Difficulty:** Extremely straightforward, with completion assured almost every time.
- **Difficulty:** Easy, with minor problems to worry you during your excursion.
- **Difficulty:** Manageable, with a couple of tricky spots to worry about.
- **Difficulty:** Problematic, with looming threats and difficult maneuvers.
- **Difficulty:** Dangerous, with multiple threats and completion hard to achieve.

Action	Description
Investigation	On-foot exploration through an area, usually without stealth or violence. Example: Trailing a target to a coffee shop.
Driving Investigation	Vehicular exploration through an area, usually without swift or complicated maneuvers. Example: Following a target in a vehicle through a neighborhood, at a safe distance.
Infiltration	On-foot scouting into a restricted area, where threats and violence are expected. Example: Moving into a faction territory and securing it.
Driving Infiltration	Driving through a restricted area, where evasive maneuvers, chases, and violence are expected. Example: Intercepting a convoy of faction members and neutralizing a target.
Data Hack	Hacking infrastructure or enemies to receive information. Example: Locating a guard with access codes to a server.
Vehicle Chase	Pursuing a suspect with a mixture of defensive driving and lane discipline. Example: Driving after a convoy vehicle after you fail to stop them.
Escort	A precious target must be guided remotely through a dangerous location without being spotted. Example: Guiding a gang member through a territory filled with foes looking for him.
Escape	Extract yourself from a location where the enemies are likely to have knowledge of your whereabouts. Example: Heading out from a compound that has been ambushed by enemies.
Melee Force Likely	Usually relating to stealthy methods of infiltration, unarmed combat with a baton is recommended. Example: Assaulting a faction territory where a specific enemy must be knocked out and not killed.
Lethal Force Likely	Guns, projectiles, and tools should be carried at all times. Expect violence in the form of a firefight, vehicular manslaughter, etc. Example: Assaulting a faction territory where all enemies can be killed.
Passive	Tactics presented here involve limited or no enemy interaction; usually stealth and cover options only.
Passive // Flee	Tactics presented here involve limited or no enemy interaction and the extrication from danger as swiftly as possible.
Passive // Smart	Tactics presented here involve limited or no enemy interaction; usually stealth with hacking of infrastructure.
Aggressive // Chase	Tactics are based on the assumption that you are constantly moving after a foe.
Aggressive // Smart	Tactics involve mainly melee strikes, use of cover, and hacking of infrastructure, without resorting to gunfire.
Aggressive // Stealth	Tactics involve mainly melee strikes, use of cover, and limited or no use of firearms.
Aggressive // Violence	Tactics involve the use of weapons, projectiles, and tools to neutralize enemies.
Driving // Defensive	Tactics rely on minimal damage to your own or any other vehicle in the area. Stealth and hiding are used.
Driving // Offensive	Tactics concentrate on maximizing the damage you inflict on your opponent by using your vehicle with skill.
Driving // Smart	Tactics rely on the use of hacking infrastructure to achieve your goal, while driving.

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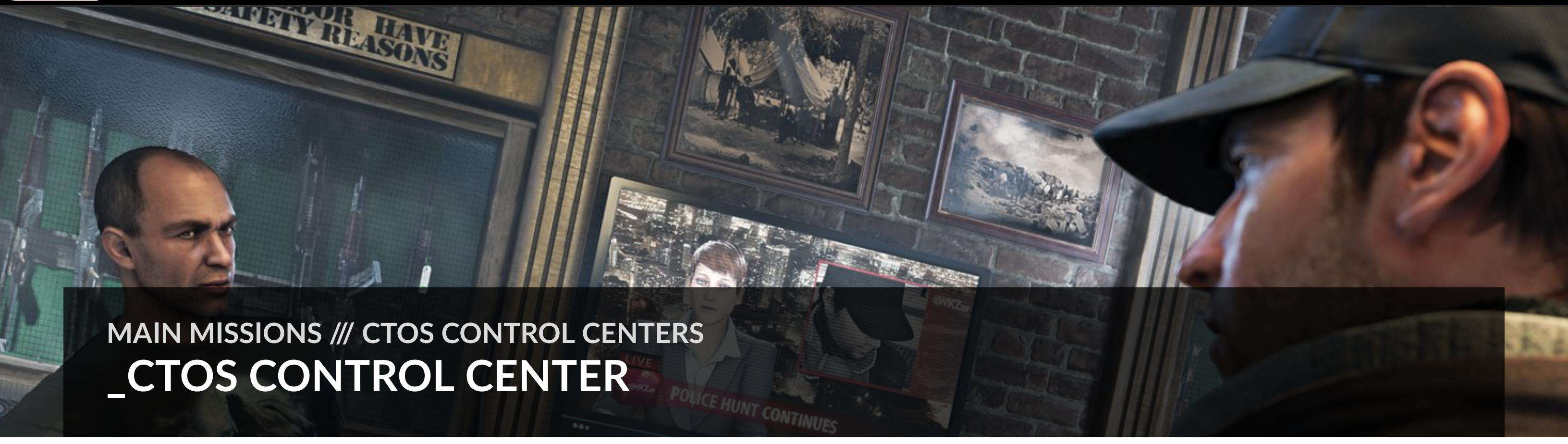

MAIN MISSIONS /// CTOS CONTROL CENTERS

_CTOS CONTROL CENTER

ctOS Control Center unlocks // Overview

- Locate guard with access code
- Download access code
- Hack the ctOS server
- Kill all ctOS guards or escape
- Leave the area

- Infiltration
- Data Hack
- Escape
- Lethal Force Likely
- Melee Force Likely

In order to access the data flow and a more detailed world map of all six Chicago districts, you must successfully complete the following:

Locate the ctOS control center for the district (with the exception of Parker Square, which is already unlocked).

Infiltrate the location, and find a guard with an access card, then hack it.

Gain access to the ctOS server on the premises.

Unlock the district access, and then escape.

These missions are available as you progress through your Campaign missions. Once you unlock these locations, you can inspect them in greater detail and access secondary ctOS towers, which reveal more landscape icons. But the main benefit of having ctOS access to a district is the ability to hack into all the infrastructure (such as traffic lights, bridges, blockers, citizens' cell phones, etc.).

TOTAL / 5 Missions: With the exception of the control center in the Loop, which is a mandatory part of Act I, all other control centers can be completed at any time after they become available. However, in order to progress through the Main Missions, specific ctOS Control Centers must be unlocked before certain Missions, in order to proceed. The Control Center missions are listed below:

District	Name	When Available	Must Be Completed Before	Rewards
Pawnee	Pawnee ctOS control center	After Act I / 3. Backstage Pass	Act III / 1. Hope is a Sad Thing	Experience Points (XP), unlock ctOS towers
The Wards	The Wards ctOS control center	After Act I / 3. Backstage Pass	Act II / 6. Jury Rigged	Experience Points (XP), unlock ctOS towers
Brandon Docks	Brandon Docks ctOS control center	After Act I / 3. Backstage Pass	Act II / 2. Breakable Things	Experience Points (XP), unlock ctOS towers
The Loop	Act I // Backstage Pass	After Act I / 3. Backstage Pass	Act I / 5. Open Your World	Experience Points (XP), unlock ctOS towers
Mad Mile	Mad Mile ctOS control center	After Act I / 3. Backstage Pass	Act II / 11. Stare into the Abyss	Experience Points (XP), unlock ctOS towers

Every district (except Parker Square) has its own control center that must be infiltrated and hacked, but this occurs throughout the acts.

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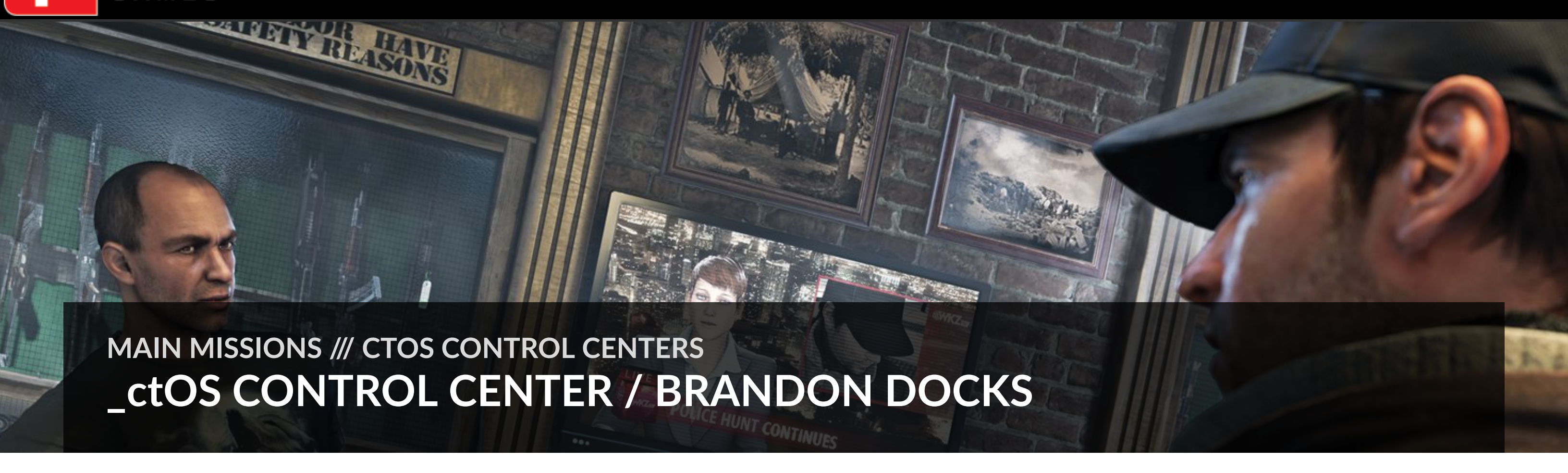

MAIN MISSIONS /// CTOS CONTROL CENTERS

_ctOS CONTROL CENTER / BRANDON DOCKS

LOCATION // MAP

Location / BRANDON DOCKS // ctos Control Center

1. CLEANING OUT THE EFFLUENT

Location / Brandon Docks // ctOS Control Center

Overview

Completion Points: Data hack from patrolling guard, then hack into ctOS control center

Dangers: Nine guards (Gunmen x4, Veteran x2, Marksman x3), armed with shotguns, machine guns, and sniper rifles. One guard with data to hack. Three Shot-Callers (reinforcements usually called after you defeat three guards).

Reinforcements (up to four vehicles with one or two foes—Gunmen and Veterans—per vehicle).

Insertion Points

Of the control centers you're infiltrating, this one is the largest, as it encompasses a large sewage treatment facility (the perimeter encompasses six of the eight circular vats). The place is reasonably secure; the fence is high and barbed except for three intrusion locations, but the interior yard can be a confusing maze, so study the map carefully.

Tip

The enemy is patrolling in only part of this location; the eastern walkways and vats don't have enemies to worry about, making this part of the location good for sniping from.

West Gates and Garage

This is the usual insertion point, as there's a gate with a patrolling guard, a garage to the left (north), and a second gate (north) leading to the road that bisects the facility from west to east. The high buildings on either side of the main gate and having easy access to neutralize one of the three snipers here make this a good entrance point. You can then go to the north or south interior, or head across the vats into the thick of it.

West Interior (Sniper Building)

There's a sniper atop this building who you must neutralize (ideally from behind, though sniper fire from across the yard works too). Watch for foes flanking you up the stairs and checking the area if alerted. Below the sniper's window is a ctOS box to destroy and kill all technology for a minute. Around the vat is a protector, and you can climb the covered "clearance" area between the silos and use it as a camping spot. Climb on the pallet stacks or the forklift's crate to reach the walkways (if you're unconcerned about being discovered).

East Vats Gates

On the other side of the facility (which requires a jog or drive clockwise from the east gate to reach if you aren't inside this facility) is a gate under a covered mesh road with a massive pipe underneath. This continues east to a ramp over a river—a classic escape route if you're fast enough! Otherwise, this leads to a couple of nearby vats and walkways; you can easily enter here, but you need to maneuver around to the south to start tackling the snipers, or face being caught in their cross fire.

East Interior (Vats and Walkways)

You have some choices of routes to take depending on your modus operandi; if you're sniping, you can hang back in the metal shed and camp here. Or take the walkways around to the south to start removing foes. Or head around to the north, along the vats or under the walkways to reach the guard with the data to hack and the data box. There's a forklift and a junction box in this area (as well as vat walkways to move), but it's hard to utilize them because the foes are spread out.

North Interior (Vats and Control Box)

This is the focus of your mission; you need to reach the guard just north of this metal shed, and the control box is just inside the shed. The numerous explosive barrels dotted around here help remove foes if you aren't using stealth, and there are steps close to each vat to reach here. There's a laptop with a camera in the middle of the shed, which helps with a passive hack too. Expect foes to the south, so it's usually a good idea to remove all threats first, or fight from north to south, removing foes as you go.

South Gate and Garage

This is a good second choice for an insertion point, as the gate and adjacent garage allow easy access into this area and the removal of the guard at the gate. You can neutralize two snipers on the south walkway using melee strikes without raising the alarm, after which you're free to figure out the best route and how much gunfire to employ. The gate area near the loading bays is wide open, but only the sniper at the west building is a cause for concern after you deal with the south snipers.

South Interior (Building, Tanks, and Walkways)

The farther southwest you move, the less action you see, so you can utilize the building attached to the garage as cover, especially if reinforcements are on their way. You can also climb onto the building roof and snipe from here. This is a good area to infiltrate, as you can encroach between the vats along the ground, heading north to the control box, or you can activate the vat walkways and engage the guards.

Progression Plans

Although the guard to hack and the router box are close to each other in the north shed and walkway area, there are too many patrolling foes to make hacking the box without removing enemies viable. However, the amount of carnage to cause can vary wildly.

Tip

Remember to use a ctOS scan before venturing into this location; you can instantly tag all foes and learn their strengths and patrol routes.

Passive // Smart: Stealth in the Sewage Center

Difficulty:

If you don't want to enter the control center, simply jog around the perimeter until you find one of the security cameras, and cycle through them until you find the one attached to the shed above the guard to hack. Rotate the camera to locate the guard, hack him, and then move to the camera above the two snipers to the south. This allows you to peer into the white shed.

The camera attached to the laptop in this shed has a stack of barrels blocking the intrusion point. But if you blow up the junction box attached to the shed, the blast usually topples the barrels over. Now simply hack into the laptop camera and intrude into the ctOS server: Simple!

Note

Each ctOS Control Center has a path like this, which can be executed purely by a combination of cameras, navigation, and timing; from a remote position.

Aggressive // Smart: Stealth in the Sewage Center

Difficulty:

There are some excellent routes that allow you to neutralize foes while reaching the router box. Start at the east gate and open it, forcing the guard to come out and inspect the mechanism to the gate's right. As long as you're far enough away, you can approach and melee-strike him. Then head through the open gate or open the garage, climb either interior set of stairs, and remove the sniper from the window. Now wait at the window, access a camera, and cycle through, marking all remaining foes. Download the access code remotely at this time too.

Head out of the facility and around the perimeter to the south gate (or use cover and maneuver through the interior, though it's more difficult with the foes seeing you easily). Open the gate, remove the guard here in exactly the same way, and then move to the south stairs and walkway where the two remaining snipers (of the three) are stationed. Melee-strike the first, then the second in quick succession.

Now that you've cut down the enemy's long-range attacks, you can move toward the raised metal hut with the ctOS sign on it. Here the routes diverge:

You can creep along the ground to the forklift truck or the steps to the left (east) of the walkway to reach the hut.

You can move to the vat just below the window of the garage where the first sniper was stationed and summon the vats walkway. Wait for the puzzled guard to turn his back on you, then creep in and remove him.

You can maneuver around the northwest or northeast corner of this facility, behind the hut, and climb the steps up to the guard with the data.

Or, you can remain on the south walkway, summon the vats walkway, and when the nearby foe walks away, scurry over and knock him out.

With around four guards left, all in this hut section, you may wish to drop down and work around from the rear (north) steps, dropping the foe patrolling first, then the enemy leaning near the hut entrance with the data, and finally the two patrolling guards in the middle of the vats area.

Passive // Smart: Using a Minimum of Strikes to Enter

Difficulty:

If you're ignoring the enemy as much as possible, deal with the sniper in the east garage first, then work your way north, using lures if necessary and melee-striking the foe patrolling on the upper walkway just north of the metal hut. Bring the foe down with the data, but without being spotted. Hack the router while in hiding. This means you only need remove two foes before accessing this part of the city's map.

You can also freak out the enemy by constantly rotating the vat platforms. They usually go to investigate, so this or forklift movements can help you rid yourself of a foe blocking your path.

Aggressive // Violence: Removing All Threats and Dissenters

Difficulty:

Unlike many of the other locations where the ctOS has a control center, this place is wide open and ripe for sniper fire. But there are other ways to remove your foes using violent techniques too:

Concentrate on the three snipers first, then anyone thinking of calling reinforcements. For this you need height and a sniper rifle. Strangle the foe on the upper garage window area, then use this location to fire out at the foes.

Another possible sniping area is the metal hut on the perimeter's eastern edge.

Another excellent location is the roof of the southern building overlooking the walkway with the two enemy snipers. You can hide on the walkways and inside the garages, too, but your vision is impaired.

There are several stacked explosive barrels close to the metal hut with the router and the two snipers on the walkway; setting them to blow up is a great way to thin the numbers.

Place Proximity IEDs near the gates, rigged to explode when reinforcement vehicles arrive. This really helps you manage your enemy threats, as you can hear when reinforcements have arrived (as their vans explode!).

Shotguns are less helpful compared to pistols or automatic rifles. Grenades are a reasonable option but are prone to bounce off walkways and hit the ground, away from the target; so throw with precision.

Use the vans as moveable cover. You utilize the protectors on the ground only occasionally, as you don't usually move about in these areas. Also use the plates on the platform railings as cover, especially if you're fighting snipers.

Gaining Control

Once everyone is out of the picture, move to the router box (remotely or physically) and hack. After solving the hotspot, there are three Video Logs to hack and watch, the ctOS server to hack (via a quick camera change).

Solution: Hotspot

Now you have the data, you can simply leave; for a bit of fun, take one of the faster ctOS SUVs and drive it along the mesh floor with the pipe under it. With a big enough run-up, you can clear the river to the east and escape. Or fall in the water and end this otherwise faultless infiltration in abject embarrassment.

MISSION REWARDS

Gained XP: +500

District Access Unlocked

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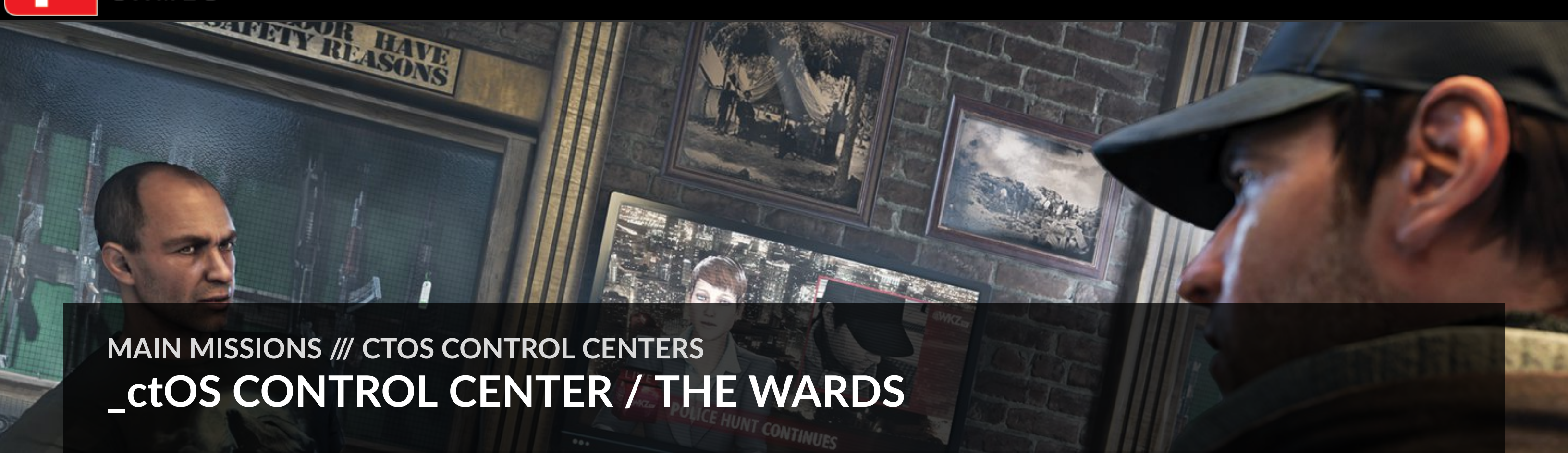

MAIN MISSIONS /// CTOS CONTROL CENTERS

_ctOS CONTROL CENTER / THE WARDS

LOCATION // MAP

Location / THE WARDS // ctos Control Center

1. Rossi Fremont Fracas

Location / The Wards // ctOS Control Center

Overview

Completion Points: Data hack from patrolling guard, then hack into ctOS control center

Dangers: Seven guards (Gunmen x2, Veteran x5), one hidden camera, armed with shotguns, machine guns, and sniper rifles. One guard with data to hack. Two Shot-Callers. Reinforcements usually called after you defeat three guards.

Reinforcements (up to four vehicles with one or two foes—Gunman or Veteran—per vehicle). Some reinforcements may appear on foot.

Insertion Points

A medium-sized silver and white ctOS structure has been built in the Rossi-Fremont area of the Wards and features a tall, barbed-wire perimeter wall. However, there are numerous weak spots to take advantage of, three gates (to the north, south, and west), and even some gaps in the boarded-up storefronts to the east. This may look impenetrable, but it's actually quite porous.

Caution

Enemy reinforcements usually come thick and fast and can really overrun you in such a confined space, so keep an eye open for which gates the enemy vans come in from, if your sneaking turns to slaughter.

Beauty Parlor Fence Gap (South)

This shorter section of fence lacks the barbed wire, so you can vault over it and into the cover in the southern part of the grounds. Initially, you have only the guard at the south gate and the one you need to hack to worry about, and you aren't seen when you make this move. Plus, there are cover opportunities along the east side of the grounds.

Gates (South)

Simply hack these gates to open them, and trot in to melee-strike the guard. It's better to wait for the guard to come out of the perimeter, as you're easily spotted if you rush him. The gate has a great view of the main road through the grounds (great for sniping), but you're exposed, so you might want to sneak left, toward the scissor lift.

Rusty Stove Fence Gap (Southwest)

An excellent option if you value stealth, as you can climb over the fence and approach from the rear of the facility. Here you can use the scissor lift to reach the roof, bring down the guard with the camera near the west gates, and creep toward the guard to hack and the control center box.

Gates (West)

This is a reasonable option for stalking the enemy and is worthwhile if you're bringing firepower to the fight immediately, as you can see into the central part of the yard; however, there are more routes to peel off down (e.g., running around to the scissor lift). Don't be outflanked if violence is on your mind. Use the gates to attract foes too; then sneak in when they investigate the gate mechanism.

Fence Gap (West)

Just like the rusty stove fence gap, this section of broken fence allows you to creep into the grounds pretty much undetected. Using the forklift left of the van enables you to reach the roof easily and hack the guard in seconds without bloodshed. Or you can stay on the ground and work your way through stealth takedowns or something more violent.

Gates (North)

Just like the south gates, you can see most of the enemies here. Open the gates and let the guard come out to investigate, then deal with him silently. The problem comes when you enter the grounds afterward; the cluster of guards in the middle are difficult to deal with unless you use lures or firepower or use the forklift to coax them away. The road is narrow and you have fewer escape options.

Snack Shop Fence Gaps (East)

There are two alleyway insertion points between the central building along this perimeter side. The north one brings you out close to the gate guard, so you can easily tackle him. The central point allows you to hop the fence and hide close to the two guards in the center of the grounds. Or snipe from the low scaffolding platform. Both are reasonable points of entry and good escape routes if foes are at the three gates.

Interior and Control Center

The grounds of the control center are packed with cover options, all adjacent to the T-shaped road that connects to all three entrance gates. You have a garage and a parked van to unlock, or enter from the rear (southwest) of the compound. There's also two forklifts to hack and cause confusion. Use the vans as cover, for driving over foes, or in an escape bid. The roof has two protectors if you want to lob grenades down or snipe, but the hacking box is in the corner of the loading bay, below and left of the ctOS sign; it's difficult to sneak there and hack without being discovered. Try to remove foes first.

Progression Plans

The place is tight for sneaking without being spotted, and it's always handy to know the locations of the guard to hack and the router before you make a move: Fortunately, hitting both these data points can be done without resorting to violence.

Passive // Smart: A Nonviolent Map Gift

Difficulty:

To reach the router without drawing blood or being seen, hop over the fence near the scaffold along the southeast side. Climb on the scaffold, and access the camera just to the left of you. Focus on the garage door; opening it so the access code guard walks left to inspect it. Stay on the low scaffold platform and look towards the center using the camera, at the guard standing by the truck near the junction box.

Look slightly left towards the forklift, and the guard in the distance by the west gate, who has a camera. Hack the camera so the guard moves past the forklift, then return to the wall camera. As soon as the camera guard reaches the area adjacent to the junction box, hack the box so it explodes, startling both guards. Quickly hack the camera guard so you can see his view as he turns; he looks directly at the router you need to hack. Problem solved with minimal violence!

Another option after hacking the access code is to encroach into the grounds via the gap in the southwest fence (stove), and maneuver to the scissor lift, riding it up onto the roof. Activate both the protectors as you creep across, avoiding the gaze of the enemies below you, until you reach the corner of the ctOS sign awning. Drop down from here, using the parked truck at the loading dock as cover. Then hack the hotspot and steal the data.

Note

Each ctOS Control Center has a path like this, which can be executed purely by a combination of cameras, navigation, and timing; from a remote position.

Aggressive // Smart: Playing with a Forklift

Difficulty:

If you're saving bullets, you can try for a stealth set of takedowns; you need only lure the group of foes in the middle away from each other. To begin with, approach each guard standing at a gate; dispatch them with a melee strike, then back out and move to the next gate, or creep around the inside perimeter if you can.

After you remove all three gate guards, coax the others into an alert status using the following plans:

There are two forklifts. The one near the garage is handy for moving up and down to coax the puzzled guards into investigating. When they do, lob in a grenade or move around the enemies to the router. Or do the same by tripping the alarm of the van inside the closed garage (after opening the door).

Lures work in the same way; coax a foe around a corner where you can strangle them. Keep this up until you dispatch three or four foes in the same general area.

Remember to distract foes or hack their grenades, though this causes them to go on more of an alert.

You can blow up the ctOS box (transformer) close to the two foes chatting in the middle of the grounds, plunging the area into darkness; as long as you've marked the foes first and don't want to hack the router yet (as everything is offline for a minute), you can cut foes down afterward with your baton or bullets.

Aggressive // Violence: Giving Foes Short Shrift

Difficulty:

You can stroll in with an itchy trigger finger from any direction, but a good place to stand is left of the parked van near the west gate; hop over the fence gap in the northwest area, and line up your first shot with the foe you need to hack. You won't be attacked from behind, as you can't get outflanked; just watch for foes approaching from the right of the van, though the majority can be tagged as they mill about in the middle of the grounds. Stay by the forklift and van as cover, only moving to the middle area as you whittle foes down or if one tries to call for reinforcements. Other violent options include:

Sniping from outside the north or south gate; you have a good view down the main stretch of the grounds.

Use the forklift or scissor lift to reach the garage roof, activate the protectors, and rain death down from above in the form of bullets and grenades.

Place IEDs at the gate entrances and hope reinforcements arrive; stay on the roof to quickly look for incoming vans, and detonate them as the foes emerge.

Place IEDs on stationary vans, explosive canisters, or close to patrol paths, and detonate them.

Lure foes into the garage where the van is parked, then detonate it using an IED. With you outside to avoid disappointment.

Shotguns are handy in close quarters here, while assault rifles are better from the rooftop.

Instead of moving directly into the middle of the control center, stay on the edge, leaping back over the perimeter, then entering a different location so you don't become trapped or outflanked.

Caution

Mowing down enemies using a vehicle tends to get tricky due to the scenery. If you're using a van to escape, use the north gates exit—the turns into the alleys at the other two gates are pretty tight, and you can get hemmed in.

Gaining Control

Once everyone is beaten down or shot up, move to the router box (physically) and hack it. After solving the hotspot, there are three Video Logs to hack and watch, the ctOS server to hack (via a quick camera change).

Solution: Hotspot

Once the data is yours, you can start a violent gunfight, use lures to steer the enemies away from your escape route (if they haven't been alerted yet), hop into the truck at the loading bay and accelerate, or simply flee; use the alleys to the east or the west gate area for your exit point.

MISSION REWARDS

Gained XP: +500

District Access Unlocked

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MAIN MISSIONS /// CTOS CONTROL CENTERS

_ctOS CONTROL CENTER / MAD MILE

LOCATION // MAP

Location / MAD MILE // ctos Control Center

1. POUNDING THE PAVEMENT

Location / Mad Mile // ctOS Control Center

Overview

Completion Points: Data hack from patrolling guard, then hack into ctOS control center

Dangers: Eight guards (Veteran x4, Elite x4), armed with shotguns, machine guns, and sniper rifles, and four hidden cameras,. One guard has data to hack. Three Shot-Callers. Reinforcements usually called after defeating three guards.

Reinforcements (up to four vehicles with one or two foes—Gunman or Veteran—per vehicle). Some reinforcements may appear on foot.

Insertion Points

This is a confined area at the east end of the Navy Pier building, between the two structures with the curved roofs (this area is uncovered). For such a compact area, there are several ways to get in, some more cunning than others. Just watch for the guards with excellent vision on the upper planter area in the center.

Note

The control box router is inside the shuttered guard office, just right of the main (inaccessible) ctOS front doors. There is only one entrance unless you remove the shutters and shoot through the glass.

Southwest Scissor Lift

This is a great way to infiltrate, as the low roof is a good spot to reach when sniping or dropping down to the pavement below. It's easy to start sneaking or quickly reaching the router office, as long as you watch for guards noting your location.

South Gate

This is the usual method of gaining entry. Simply open the gate, walk up, and melee-strike the guard. Then start a similar route plan to the scissor lift insertion point.

Southeast Pedestrian Gate

You're a little more exposed here, as the foes on the central planters and east perimeter can spot you, and there's fewer cover opportunities. But if you've decided to go nuts and bring a bike to this party, this is the place to drive it in! Otherwise, seek cover behind either arbor wall and don't forget the guard by the south gate.

Northeast Security Door

Simply hack the lock linked to the door on the adjacent wall, and creep through the partition area. Watch for the patrolling guard (the one you hack) who moves about on the other side of here. Smashing the glass is wise only if you're bringing firepower to bear. Otherwise, drop down and move from planter to planter. You might want to neutralize the north gate guard next.

North Gate

There's a guard here to remove, but this gate is in its own separate entrance area, making it easier to take down the foe without being seen. You're closest to the router at this point, so heading in from here makes sense if you want as few combat interruptions as possible.

Interior

This area is relatively straightforward, with a glass partition to the north; a central stepped planter area in the middle, where most foes usually spot you; a raised area to the south with arbors and steps; and the ctOS entrance offices to the east, where the router box can be found, along with a crafting item and Attract phone.

Progression Plans

There are fewer places to hide, and foes on the central planter can easily spot you, making grenades and automatic gunfire the choice if you prefer quick access to the router. But with patience, you can hack the guard and router without bloodshed.

Remote Plans to Reach the Node

Difficulty:

There's a way to remain away from combat completely: Use the southwest scissor lift to reach the vantage point overlooking the courtyard, and attempt the following swiftly: Hack the nearby wall camera, then the foe on the stepped planter area with the camera. He's looking at the camera above the south gate; hack that, then the camera guard again so he sets off on a patrol. Wait until he walks around the corner and hack the camera guard by the shutters. Immediately look for a second guard on the stepped planter area, hacking his camera, so he walks down the steps to the guard with the access code.

Hack the code, then wait for the camera guard to look towards the security blinds switch that activates the shutters. This alerts the guard by shutters (who you hacked previously) to investigate. Hack the wall camera in the northwest corner, turning it right so it overlooks the exposed office now the shutters are raised. Focus your camera on the attract phone behind the glass, and hack it. When the shutter guard comes to investigate the phone's sounds, hack his camera, allowing a view of the security router: And you're in!

Note

Each ctOS Control Center has a path like this, which can be executed purely by a combination of cameras, navigation, and timing; from a remote position.

Passive // Smart: Shadowy Flight to Hack the Code

Difficulty:

This plan relies on quick hacking and swift maneuvers, along with an optional lure. Unlock the northeast security door, creep inside, and mark guards using the cameras if you wish. Hack the guard patrolling from east to west, close to the planters, then scurry around to the western planter close to the shuttered office.

Open the office shutters to see a phone on the desk inside the room you need to reach. Use it, or lob a lure to coax the guard away from your stealthy route. Then hurry around, watching for foes spotting you on the central planter area; use another lure if you need to or create a distraction by exploding the eastern junction box. Drop the shutters on the way and enter the office without being seen; if the foe is in the office due to the smartphone noises, melee-strike him. Then hack the router with few (or zero) casualties before escaping.

Another option is to stay outside the restricted area entirely, hacking one of the security cameras and opening the shutters and hacking into the camera of the guard who approaches the area. If you can, keep the shutters going up and down until more guards start to mill about in the area, then flip to one wearing a camera that moves into the office with the ctOS server box to hack. Or hack the phone in there to attract a guard with a camera, and attempt to intrude when the guard looks at the box. Be patient and lucky, and this is possible.

You can also raise the shutters, smash the glass and flee north, or skulk around avoiding patrols.

Aggressive // Smart: All Foes Defeated, No Need to Reload

Difficulty:

If you want to defeat all guards without resorting to guns, there are many routes to take. Try this optimal path: Start at the south gate and tackle the foe by simply opening the gate and strangling him. Then exit, run around to the north gate, and do the same before finding the northeast security door, unlocking it, and heading in to hide behind the first pillar after the planters. The guard with the data to hack is patrolling just behind the pillar; tackle him as he passes.

Watch for the foe with the camera on the upper planters area, and move to the lower planters, heading left and checking around the corner for the eastern patrol routes. When the guard moves near the junction box, detonate it. This puts guards on alert, but they shouldn't have spotted you yet. Now creep up the adjacent steps to the right and bag the guard up here who was startled by the explosion. Help your progress by disrupting comms and distracting guards so you can quickly drop them, even when approaching from the front.

Creep around to the guard standing outside the ctOS entrance where the router box is. He has a camera; move from behind the outer planters to the wall behind him before you strike. This should leave you with only two remaining guards at the facility's south end. Head onto the central planters to locate them, before striking one at a time.

Aggressive // Violence: Automatic Weapons You're Keen to Unload

Difficulty:

Feel the need to remove all threats as violently as possible? Then try the following plans if everything turns nasty:

The southwest low roof (accessed by the scissor lift) is great for lobbing grenades down and sniping; remember to back up so the foes can't hit you.

Stay at the arbors and peek out, blasting as you go. Don't head too far into the middle of the area unless you know you're not going to be outflanked. Grenades are good to lob into the central planter area.

The glass windows are great to fire through, and you can hit foes through them just as easily as normal.

The shuttered office is a great place to commandeer too: raise the shutters, shoot through the glass to reach the router office, and close the shutters again. Then hold up in either office, retreating from any thrown grenades and blasting enemies that encroach.

Set up traps with your IEDs at the office entrance near the router; there's only one corridor in to reach you, so fill it with danger!

Take cover behind the pillars along the eastern wall; you aren't as easily outflanked, you have great protection, and you can view most of the combat zone.

Driving // Offensive: Driving a Bike Like You're Still on the Road

Difficulty:

If you're planning on a quick death, then ride your bike to the north entrance, hack the cameras to download the guard's data, ram into the guard, weave into the grounds, and skid around to the (shuttered) office area. Use the bike to block the entrance, forcing foes to come to you. Stay here, using it as a panic room and blasting foes until none are left, or you want to hunt them down. Then hack the router.

Gaining Control

Once you either avoid or destroy everyone, move to the router box (physically or remotely) and hack. After solving the hotspot, there are three Video Logs to hack and watch, and you can hack the ctOS server (via a quick camera change).

Solution: Hotspot

Once the data is yours, you can shoot the glass to escape, sprint to any of the gates, and flee via a nearby vehicle or boat, if your heat level is up.

MISSION REWARDS

Gained XP: +500
District Access Unlocked

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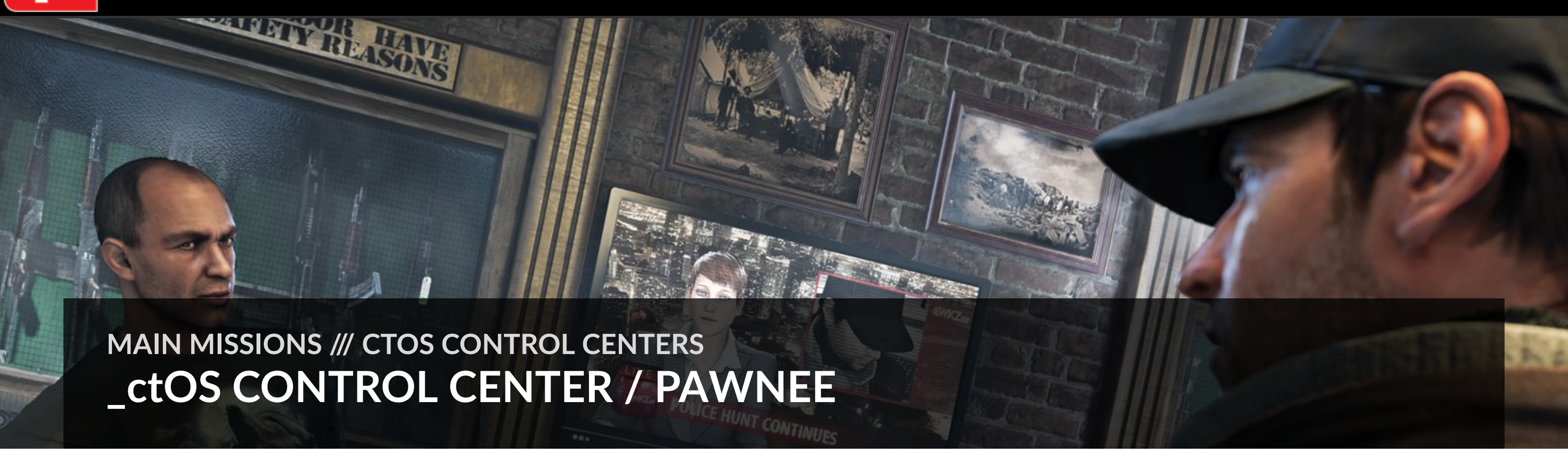

MAIN MISSIONS /// CTOS CONTROL CENTERS

_ctOS CONTROL CENTER / PAWNEE

LOCATION // MAP

Location / Pawnee // ctos Control Center

1. Bernai Island Beatdown

Location / Pawnee // ctOS Control Center

Overview

Completion Points: Data hack from patrolling guard, then hack into ctOS control center

Dangers: Ten guards (Veteran x6, Elite x4), armed with shotguns and machine guns. One guard with data to hack. Two Shot-Callers. Reinforcements usually called after you defeat three guards.

Reinforcements (up to two foes—Gunman or Veteran—per vehicle), appearing on foot.

Insertion Points

This is also the City Hotspot known as Bernai Island. It is unique because you can only reach the island by water. Aside from the lighthouse, it is the only location not accessible by car. So either swim or pilot a boat to one of the following insertion points, and study the pathways across this compact island, filled with foes.

Note

Though this location is porous, most of the perimeter is too steep to climb. You can climb over some of the rocks, though; the jetties are the place to moor your boat or swim to.

Covered Jetty (West)

This is the ideal location to begin your infiltration, as it's not populated by many guards (there are only two and they aren't that close). You can take either of the island's paths to the harbor or a third perimeter path to the left (north), around the edge of the main building cluster ahead. Cameras are accessible, and it's reasonably safe here.

Rusty Jetty (South)

Though it's safer than clambering up at the main harbor, this out-of-the-way jetty and metal shack only allows you to sneak behind the harbor buildings to the right (east) after running along the shore for a moment. Fortunately, the guard you need to hack is on the other side of the first building you'll see, so you can use cameras to gain his data.

Main Harbor (East)

Most of the guards are concentrated here, and if you're looking for a violent firefight, this is the place to start one, though it's much better to begin from the middle of the island where you have actual cover. Highly dangerous (unless you're floating by on a boat, trying to hack the guard with the data), there are three points to step off onto:

The south jetty leads to a fishing shack and the guard with the data. But you have to face all the enemies from here to the control center.

The central jetty means you're seen from both sides and have nowhere to retreat to, so this isn't a safe position, though the moored boat means you can use this as an escape route.

The steps by the marsh grass to the north, at the side of the stilt shack, allows swift access to and from the control center. It is a good place to sneak up and onto, providing you haven't already been discovered.

Rugged Rocks Jetty (Northwest)

This rickety jetty has a pathway that hugs the northern rocky hill and allows you to head to the front of the control center area, but you must navigate past the guards. First, though, it joins with the Covered Jetty (West) and is another good option for mooring your boat, as foes never check this far.

Island Interior and Control Center

If you're viewing this island from above, there's a lean-to in the central hill overlooking the four fishing huts of the harbor. It's worth checking these huts, as there are enough junction boxes, canisters, and turpentine cans to create a firework display of explosions; this helps you remove the foes in this rather confined area. The foe with the data you need begins at the south shack and patrols northwest. The control center is up a rocky beach path to the island's northeast.

Progression Plans

The west and south jetties are the best places to start your infiltration. You're also fortunate that any reinforcements that are called don't arrive by boat (only pedestrian guards show up), and you're on an island! As long as you're careful, you can use stealth and your smartphone without needing a gun—though a firefight on this island is explosively entertaining too.

Note

There are a few different routes to take when attempting any of the following plans; the routes detailed are considered optimal but not mandatory.

Tip

As soon as you step foot on the island, a ctOS scan will help you locate foes immediately.

Passive // Smart: Minimal Human Interaction on the Isle

Difficulty:

If you want to obtain the data and hack the control center without even touching any enemies, step off at the rusty southern jetty and move quietly to the steps behind the first harbor cottage. Hide here and access a camera, point it toward the guard with the data, and hack him.

Now simply move from camera to camera until you reach the guard with his own camera; he's northeast of the main harbor, on the small sandy path up to the intrusion location. Explode the junction box by the side of the intrusion point so the guard with the camera heads up the path to inspect it. Then hack when the intrusion point becomes visible in the guard's camera view. Easy!

Note

Each ctOS Control Center has a path like this, which can be executed purely by a combination of cameras, navigation, and timing; from a remote position.

Aggressive // Smart: Attacking Your Targets Using Guile

Difficulty:

This route begins at the west jetty. Use the cameras to mark all the foes you can, then creep up to the lean-to atop the small hill and remove the foe under the metal roof. Then head south, toward the cottage with the hotspot check-in on it, and bring down the second enemy.

Continue around to the building on the island's southeast section, creeping around the water's edge and dropping the foe guarding the jetty near an explosive canister. Then sneak all the way back and bring down the foe on the left-hand path, above the cottages and overlooking the west jetty.

Five to go! By now, the guard with control room access has wandered up the lower path behind the cottages, so follow him to the rock, attract the guards using the phone by the log pile, and when they both turn to look, quickly tackle them before they see you. Quickly return to the path and remove the foe at the start of the rocky path to the access router.

Three to go! The remaining enemies are in the harbor area and don't need to be confronted. However, you can coax them away from the jetties, where it's impossible to melee-strike them without being noticed, by blowing up the junction box next to where the nearest guard is standing. The others begin to fan out and hunt. Simply retreat to the upper path and the grassy area, and follow them, then tackle them one at a time.

Aggressive // Violence: Furious Gunfire to Create a Corpse Pile

Difficulty:

With ten guards and nowhere to run, violence can escalate more quickly than normal, and if you're on the harbor side of the action, you can find yourself easily outgunned. However, there are a few methods to ensure you overrun this area single-handedly:

Start from the west jetty, and shoot the foes from range, waiting for others to appear and then tagging them from the safety of the boats and other cover on the beach area.

The shotgun is an exceptional weapon in this close-quarter fighting. Lurking behind cottages and stepping out and blasting foes is straightforward and effective.

You can attempt to lay traps with lures or IEDs along the pathways where the enemy walks. Lob grenades at the cluster of foes on the harbor jetties too.

Sniper rifles aren't as helpful, unless you moor yourself on a boat, out of range of the enemy, and start very-long-range takedowns; it's like shooting fish in a barrel!

By far the most impressive (and dangerous) takedowns occur by setting off chain reactions. From point-blank range, you can blast turpentine cans with your shotgun into foes running at you, and they explode a second later. Or shoot (or hack) the junction boxes and blast the pressurized canisters and other explosive scenery to thwart foes; hacking is also feasible, but it's easier to shoot during a fracas. Grenades can set off explosions across the harbor jetties too.

Gaining Control

Once you've dealt with the island's guards, move to the router box (physically or remotely) and hack. After solving the hotspot, there are three Video Logs to hack and watch and the ctOS server to hack (via a quick camera change).

Solution: Hotspot

You can hide to the side by the AC fans to minimize your chances of being spotted while you hack the access point. After hacking the hotspot, you're free to leave; just hop over the rocks to your left and swim to freedom (and out of the search area) or start a vicious firefight.

MISSION REWARDS

Gained XP: +500

District Access Unlocked

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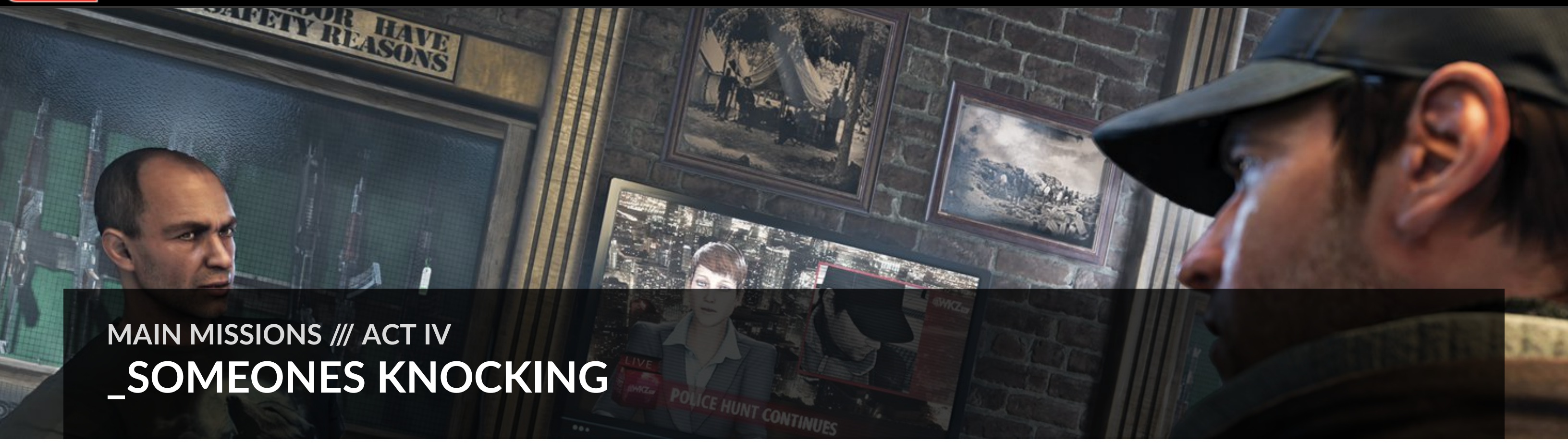

MAIN MISSIONS /// ACT IV

_SOMEONES KNOCKING

MINOR SPOILER

OBJECTIVES

- Enter the Bunker
- Trace the hacker

Trace the hacker

1.1 AND THEY’RE COMING IN

Location / The Loop // The BunkerEnter the Bunker

Investigation

Data Hack

Difficulty:

Head to the Bunker and access the container switch to begin the mission and enter the ctOS Bunker interior. T-Bone and Clara are already sifting through the data, and there’s a whole lot of it. Wait! Is that a hacker? Try to trace it immediately!

Solution: Hotspot 1

Solution: Hotspot 2

Solution: Hotspot 3

Defalt! He’s shut out, but his virus is still doing damage! Panic ensues as the virus spreads through the Bunker, revealing some startling truths and causing T-Bone to shut everything down in no uncertain terms. The power is killed. There are regrets. And there are traces to find after the virus copied everything your team had. But for now, Damien Brenks is summoning you. He wants something from you. The mission concludes.

MISSION REWARDS
Gained XP +3,000

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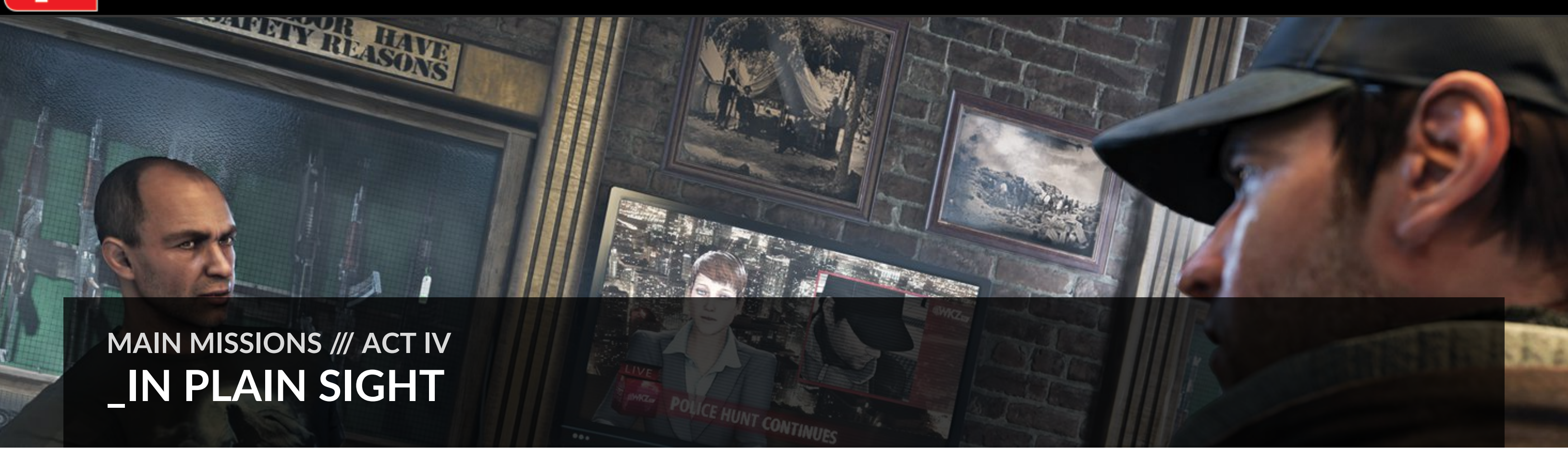

MAIN MISSIONS /// ACT IV

_IN PLAIN SIGHT

OBJECTIVES

Take down the Fixer

Escape the police

2.1 DOUBLE BLUFF

Location / Mad Mile // YM Center Pedestrian Walkway

You have the marker on your main map; Damien wants to meet in the northeast part of Mad Mile, and you're here for more than a mere war of words. Take the L-train to Olivia Station, or search the upper pedestrian walkways indicated on your world map, and the meeting with Damien begins.

Your sister isn't here, because you didn't bring the data Brenks needs. After revealing you know his deal with Blume, you try a double bluff. Damien listens to Aiden and Nicky and grows tired of you not taking him seriously. Then he makes a spectacular point of revealing you to all of the general public!

Take down the Fixer

Escape the police

2.2 PUBLIC ENEMY

Location / Mad Mile // YM Center Pedestrian Walkway

Vehicle Chase

Lethal Force Likely

Difficulty:

By the time you finish wincing at the video walls showcasing "The Fox," Damien has disappeared. You'll need to as well; the citizens within the search area on your minimap know to call the police if they spot you, just as they have previously. You have two options:

Look for the citizen contacting the authorities, and bat the phone from their hands before the police are alerted. Or utilize the Jam Coms item and stop the call from going through.

Or, leave the search area, which you need to do anyway, as Damien has sent a Fixer to thwart you. You must trace his signal and deal with him. Head down the steps and secure a vehicle (either the one you used to drive here or a fast vehicle parked or driven nearby). The Fixer can be located almost directly south of you, under the elevated L-train tracks, or north of you under the elevated highway.

Caution

Have the general public called the police? Then your chase is made a little more difficult. Use all the methods of removing a police presence that aided you previously, or consult the Training chapter for further information. However, expect the police to intercept you during the subsequent chase, unless you're using Jam Coms.

Progression Plans

The Fixer (usually traveling in a WKZ News van) takes a similar route each time, but this varies depending on when you shunt into him. With no real knowledge of where he's likely to turn, stay off the gas at each intersection so you can more easily follow him (or take the next street parallel and rejoin him). If his vehicle is impaired and he's still alive, he flees on foot. You have copious knowledge of how to finish this chase. But just to reiterate:

Driving // Offensive: Stalking and Tracking

Difficulty:

When you eventually reach the Fixer's vehicle, try any of the following:

Ram straight into the back of the car.

Attempt a PIT maneuver by striking the rear corner of the car, sending it fishtailing.

Shunt the vehicle so it veers off and crashes or grinds against the side of a road or guardrail.

Predict where the car will be, and intercept it with a sideswipe.

Predict where the car will be, and intercept it with a head-on collision.

Try to push the target car into a narrow road or alley, where it can't drive around you.

Continue to ram the target car until it billows black smoke and the target exits.

If your vehicle becomes inoperable, quickly locate a new one and resume the chase.

At any point you can block the vehicle, or slow it down enough for you to exit, and begin raking the vehicle with gunfire (particularly the tires and windshield).

Driving // Smart: Mad Mile Hacking

Difficulty:

Along with all the general tactics for running down an enemy vehicle, you can halt the Fixer's car by utilizing the many hackable objects around Chicago. If the situation calls for it, try the following (and remember to avoid the ensuing accident if it occurs):

Hack traffic lights to cause congestion.

Hack junction boxes so they blow, striking the vehicle.

Hack blockers so they rise, stopping the vehicle.

Hack bridges so they rise, slowing your Fixer's vehicle.

Hack spikes so the Fixer's car tires blow out.

Hack steam pipes so they blow, disintegrating the vehicle.

Then ram or block the Fixer's car and destroy it or get out and slay the Fixer.

This mission can last only seconds if you quickly secure a fast vehicle (such as a bike), ride to the Fixer's location, and trigger the steam pipe around the first bend in the road.

Aggressive // Violence: Giving Your Foe a Whacking

Difficulty:

When the target tries to escape, there are various ways to bring about his demise:

Drive over him in your vehicle.

Shoot him in the head with your pistol.

Strafe him with any automatic rifle or machine gun.

Lob or punt a grenade under or into his vehicle, or at the Fixer's feet.

Watch him sprint off, then tag him with a sniper rifle.

Chase, leap, and tackle him to the ground.

Once the target is down, the police may attempt to thwart you. Consult the general escape tactics, remembering what you did to lose the sphere of influence when fleeing the police (see the Training chapter). In this particular area of Mad Mile, you can try the following:

Open a garage door, head inside, close it behind you, and wait.

Flee to another district.

Weave in and out of alleys and main roads to confuse and lose your foes.

Use ramps to change height and locations quickly.

Hide under overpasses or bridges, away from city streets.

Utilize a Jam Coms during the scanning phase of the chase, and move away from the police.

Utilize a blackout during the scanning or searching phases, and hinder the police locating you, while moving away from them at high speed.

Once you kill the Fixer and avoid any police, this mission concludes.

MISSION REWARDS

Gained XP +3,000

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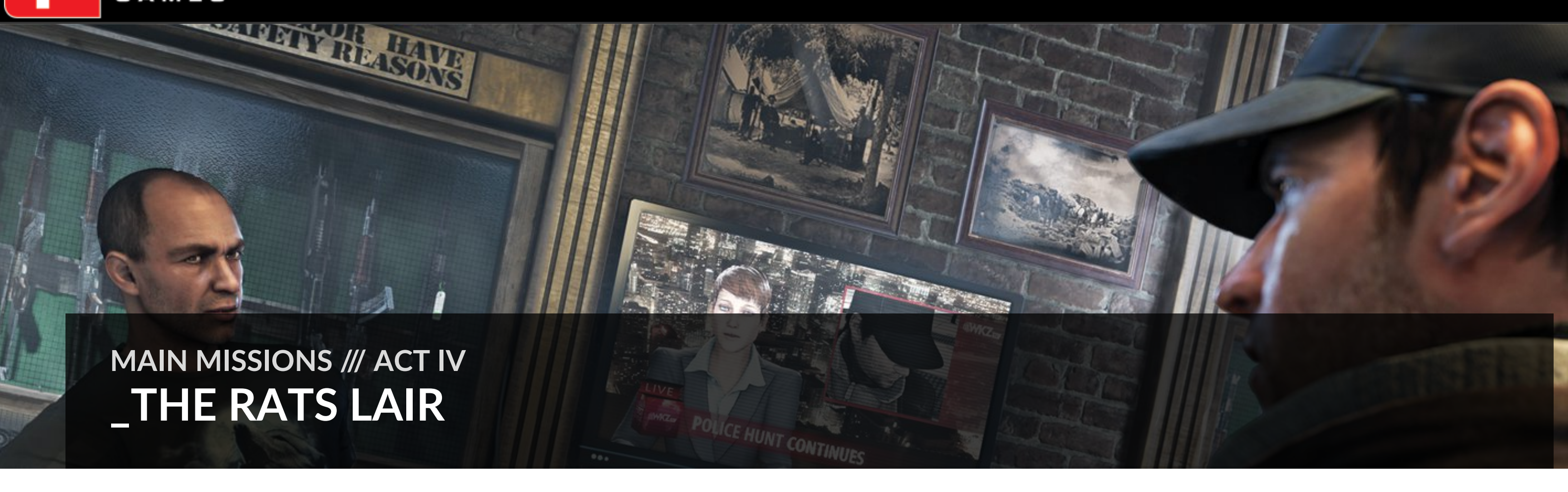

MAIN MISSIONS /// ACT IV

_THE RATS LAIR

OBJECTIVES

- Use the Profiler to find an access point
- Hack your way to T-Bone
- Lead T-Bone to the exit
- Eliminate the Fixers
- Kill all Fixers or escape

Use the Profiler to find an access point

Connect to T-Bone

3.1 DEFALT'S LOVESHACK

Location / Mad Mile // Coffee Shop

Investigation

Data Hack

Difficulty:

Tip

Stop! Before the first objective is triggered (prior to receiving a picture from inside Defalt's apartment), move to the plaza with the black and white sculpture pieces and take a long look around, surveying the Insertion Points and locations to place IEDs once you find T-Bone.. This helps the combat to come immensely!

Head to the coffee shop on the riverside plaza at the entrance to the traffic tunnels, just north of the river on Mad Mile. Speak with T-Bone. He's hit pay dirt and is currently rummaging through Defalt's apartment. Find a line into his search: Bring out your smartphone and Profile the area, then head north across the traffic tunnel junction to a switch box, leading you to a bit of hotspot hacking:

Solution: Hotspot 1

T-Bone is a little besotted with the custom hardware he's finding, but there's little time to stroke the circuitry; heavily armored Fixers are on their way. You watch as T-Bone manages to sneak by a couple of intruders. But reinforcements have arrived outside!

Lead T-Bone to safety

(Optional) Eliminate the Fixers

3.2 DEFALT'S PRIVATE ARMY

Location / Mad Mile // Defalt's Apartment (Crowley Building)

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Crowley Building exterior, north side of plaza, once all threats are neutralized. Keep T-Bone alive!

Dangers: Seven Fixers (Gunmen x5, Elite x2), armed with shotguns and machine guns. No reinforcements until objective is complete.

Dangers: Lightly armored Fixers (after objective is complete) in four or more vehicles (Gunmen and Veterans), with two Fixers per car.

Insertion Points

The action takes place on a plaza, at an art installation sponsored by Papavero; four of their cars are displayed here. There are ten block structures, one of which is hackable, and these are useful for hiding behind.

From the Stairwell

Accessibility Level:

This allows almost instant access to the action, but you're pretty exposed. Foes may already be targeting T-Bone, and you don't want him to die while you get into a defensive position (though the small fence below the huge billboard sign down the plaza steps is a good starting point). Prepare to move from this position as combat begins.

From the River

Accessibility Level:

Sprint and climb the black and white blocks across from the coffee shop and up to the plaza as an alternative to the stairs; this allows you to reach the same side of the plaza as T-Bone and draw away some of his attackers, though there's little cover opportunities as you run in along the pathway.

From the Upper Steps

Accessibility Level:

You can't use the two sets of stairs around the oval concrete planter to enter combat, as the laborious trek around the building from your starting position means T-Bone is already dead when you get here. But this is a great place to sprint to as combat progresses, if you have foes on the other stairwell you need to reach and tackle from behind or if you need to attempt cross-fire opportunities with T-Bone.

From the Pedestrian Bridge

Accessibility Level:

You can't access the pedestrian bridge that crosses the tunnel entrance to the west until combat is occurring. However, this area lacks cover options and takes you away from protecting T-Bone, so it isn't the finest use of your time and positioning. Unless you're a crack shot and want to take up a sniping position (which is compromised as foes are hiding behind the numerous block sculptures in the combat zone), ignore this area.

Progression Plans

This is a short, tricky, and possibly violent confrontation. You need to save T-Bone from being gunned down as he exits the building above you, and the enemies are already swarming the location. You have three main ways to save T-Bone; via remote guidance, stealth executions, or throwing caution to the wind:

Passive // Smart: Remote Rescue, Enemies Pwned

Difficulty:

Hack the camera at the top of the stairs after optionally executing a ctOS Scan. Quickly jump to the camera above T-Bone on the opposite (south side of the plaza), and watch the three moving guards carefully. You're guiding T-Bone to the top of the stairs where you're hiding.

When the nearest Fixer moves right (east), move T-Bone to the box sculpture just in front of the car platform. Switch cameras to the one that looks directly down over the car. Then coax T-Bone to the side of the car platform when the second foe is looking eastwards, and walking away from T-Bone. Then simply guide T-Bone to the box sculpture nearest the escort end waypoint, and freedom!

Aggressive // Stealth: Melee Strikes On Your Own

Difficulty:

The second option is to refrain from an all-out war with Defalt's forces. This is achieved (after a helpful ctOS Scan) by using your baton (and an optional silenced weapon). With seven foes, only three are moving (and the rest aren't looking into the plaza, which helps immensely). Creep to the first box sculpture, hunker down, and wait for the Elite in the middle to pass to the right (west). Bring down the nearest Gunman without being seen.

Then creep around the near side of the car platform, and watch the Elite on his patrol path around the opposite car platform. Follow him, dropping the nearby Gunman first, and then the Elite. For the four final guards, simply shoot them with a Spec Ops weapon in the head (except for the Elite, as the aim must be precise), or use your baton. Then T-Bone can escape to freedom!

Aggressive // Smart: No Help to T-Bone

Difficulty:

There are cameras dotted around this plaza, a sculpture built by DeMarco in the middle of the battleground that rises up and down, and a couple of high-priced motors with alarms you can trigger. But none of these are necessary—and in fact hinder your focus when tackling the heavily armored Elite foes intent on thwarting you and T-Bone—in the fight to come. Use these hacks to set up for an initial takedown, but little else.

Aggressive // Stealth: Proximity Bombs to Be Thrown

Difficulty:

As mentioned earlier in this mission, you gain a huge advantage if you prep this area with IEDs or other nasty surprises, prior to reaching the coffee shop. These bombs are still active, and as long as you position them away from T-Bone's starting point at the base of the Crowley Building, you can remove three or four of the main threats while dropping others with quick headshots using an automatic weapon.

Simply check the guide map and place IEDs close to the starting location for a foe or in the cluster of sculptures. With, say, four IEDs, drop two in the cluster of five sculpture blocks reasonably close to T-Bone, one between the moving sculpture and the car display, and a fourth in the center of the four sculptures on the north side of the plaza, near the top of the stairs.

Aggressive // Violence: Entering the Killing Zone

Difficulty:

Mainly you're here for the violence. Use a mixture of close-assault guns (assault rifles, shotguns, or machine guns) and periodically lob grenades. This is the best way to turn the tide on the foes. Of course, using up a grenade launcher's ammunition is also a great help. Although initially difficult, drawing fire away from T-Bone is critical, so try targeting the three or four foes closest to him, even if that means rushing in for melee strikes.

After you deal with the foes to the right (southwest), you may wish to engage the enemies behind the sculpture cover. You can:

Move south to north, dropping to cover and hoping for headshot opportunities.

Move up and around the oval planters to gain height and cross-fire advantages over a foe.

Cross-firing—attacking a foe from a different location to T-Bone—limits the foes' effectiveness at targeting both of you. Though it's not a great plan to start with, it becomes an excellent idea when T-Bone isn't fending off multiple blasts at the same time.

Conversely, sitting in cover adjacent to T-Bone allows you to protect him during the early stages of combat and easily spot where a threat is coming from. Those sculptural displays will take a beating, but you're fine behind this cover.

One of these enemies is an Elite with hardened gear, so headshots are a must.

However, it can be much easier to step in and use your baton, moving from cover to cover.

Kill all Fixers or escape

3.3 DEFALT'S FIXER FRIENDS

Location / Mad Mile // Defalt's Apartment (Crowley Building)

Escape

Vehicle Chase

Lethal Force Likely

Difficulty:

When T-Bone reaches the exit and no more armored Fixer threats are around, he heads down the steps to a waiting vehicle and departs. You can't follow him once he speeds away, but you should prepare for some serious reinforcements, as most of Illinois's Fixer community descends on your location! Expect five vehicles initially and further cars incoming as the mission progresses, each with at least two enemies per vehicle. At this point, you can remain here and fight it out, or flee. Or, you can flee, stop, and fight it out. The tactics for tackling these groups are exactly the same as before, but watch as you escape. Defalt is remotely hacking the city infrastructure, and can use the steam pipes and blockers too!

A favorite plan is to save your grenade launcher or IEDs for the incoming foes, and punt grenades or lob IEDs at the front of their vehicles, before mowing them down. Raining damage down from the pedestrian bridge is also helpful, as most foes are approaching by road. You can also retreat to the coffee shop and side of the river, which offers protection as you demolish the incoming enemies using short controlled rifle bursts and grenades.

Or, you can secure a vehicle parked slightly farther uphill than T-Bone's ride and floor it; flee as quickly as possible, away from their scanning area (waiting around simply makes escaping more laborious). Beware though; Defalt has taken control of some of Chicago's ctOS infrastructure! This means steam pipes, traffic lights, and bridges are a little more hazardous, and can't be utilized tactically during your escape. However, most blockers are still active, and there's a large hole in Defalt's net; you can easily escape by boat! When you meet the objective, the mission concludes.

MISSION REWARDS

Gained XP +3,000

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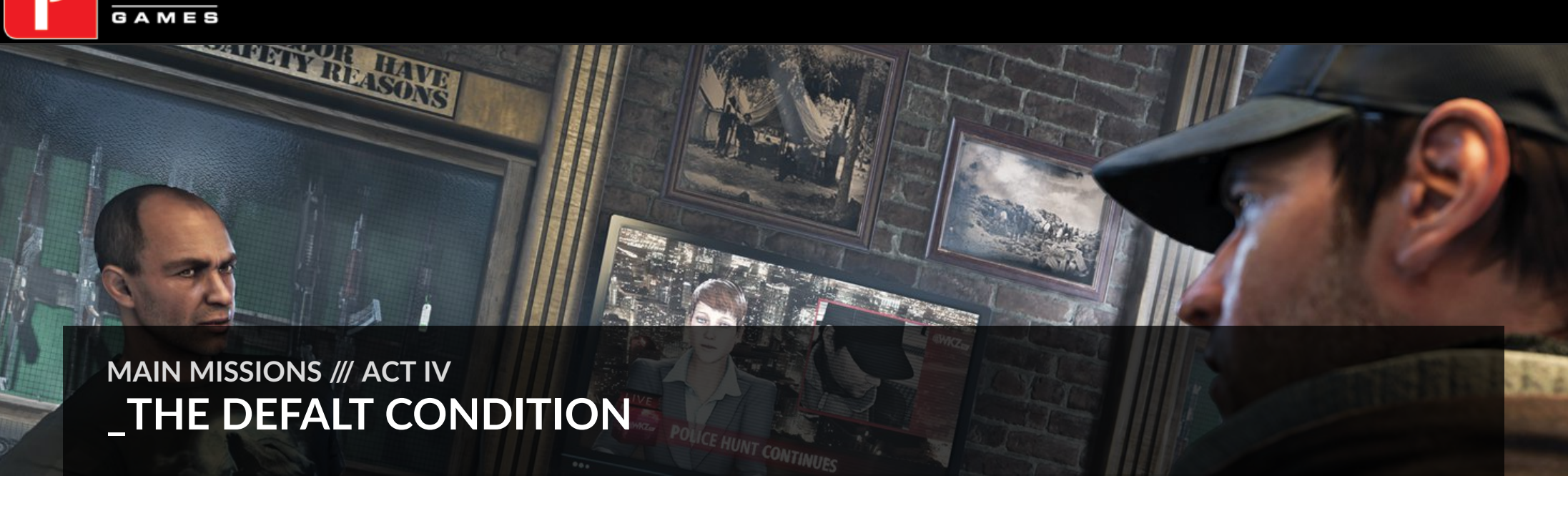

MAIN MISSIONS /// ACT IV

_THE DEFALT CONDITION

MINOR SPOILER

OBJECTIVES

- Find access into Dot Connexion unnoticed
- Enter Dot Connexion unnoticed
- Profile the guests to get to Defalt
- Hack Defalt's server
- Chase Defalt
- Fight your way across the rooftop
- Chase Defalt
- Download the data
- Take down Defalt

LOCATIONS // MAP

Location / The Loop // Ambrose Theater (Interior)

Location / The Loop // Ambrose Theater (Rooftop and Alleyway)

- Find access into Dot Connexion unnoticed
- Enter the Ambrose Theater discreetly

4.1 FOLLOWING THE DOTS

Location / The Loop // Ambrose Theater

Investigation

Data Hack

Difficulty:

Tip

Though turning up at a party carrying a wide variety of weaponry is usually frowned upon, on this evening it's imperative. Be sure you're packing grenades, IEDs, other preferred projectiles, hopefully a grenade launcher, a shotgun or automatic weapon, a good-quality sniper rifle, and any pills you need to steady your aim or focus.

T-Bone found some exceptional data after the heist, including a USB stick he'll happily keep to himself. Now it seems Defalt is throwing an event at the nearby Ambrose theater, but you don't have a ticket: Time to gate-crash this event. Stroll over to the theater front door and take in the ambience. Obtaining access involves Profiling the folks standing around near the camera crew; there are two ways you can head inside:

Passive // Smart: Step Aside

Difficulty:

Focus your attention on the bouncer and hack his phone, or use Jam Coms on it (which can be done repeatedly). He answers the phone but can't get a signal, so he moves toward the line of partygoers waiting to enter. When he's looking down at his phone, simply walk through into the blue foyer.

Passive // Smart: Slip Inside

Difficulty:

Or, you can check the alley to the right of the line of partygoers, near the WKZ van. There's a security router you can hack into, which brings up a camera inside the foyer showing a switch console. This is attached to the VIP entrance behind the bouncer. Simply unlock it, move past the waiting throng and around to the empty area near the TV wall, and open the VIP entrance door without being seen.

Step into the very blue entrance foyer. Then watch the self-important Defalt crackle across the giant monitors before the doors open and the party starts. Enter the dance hall.

- Find access into Dot Connexion unnoticed
- Enter the Ambrose Theater discreetly

4.2 DOT HACK

Location / The Loop // Ambrose Theater

Investigation

Data Hack

Difficulty:

Once inside, bring out your smartphone and you'll notice Defalt has hacked into a few guests already, leaving a variety of offensive comments about you. Ignore these jibes, and stroll through the event, looking for patrons with hacked phones that can help Aiden zero in on Defalt's location:

Corner Steps: Turn left as you enter, and check the guy lounging on the stairs near the other double doors.

Sofa Sitter: Hack the phone of the guest sitting on the sofa, along the right wall.

Step Sitter: Hack the phone of the guest sitting on the steps under the left side of the monitor wall.

With all phones hacked, Defalt's server is vulnerable. Utilize the cameras on the balcony pillars above you, working back to the server area, above the giant holographic neon head and system key. Hack and intrude to the following hotspots:

Solution: Hotspot 01

Solution: Hotspot 02

You reach a camera overlooking Defalt. He already knows of your arrival (as you might have gathered) and ignores any attempt at a phone hack. After a one-fingered salute, he kills the lights.

- Chase Defalt

4.3 THE DEFALT SETTING

Location / The Loop // Ambrose Theater

Foot Chase

Difficulty:

Sprint under the monitor steps (east) before the lights come back on, so you can reach the stairs near the LED walls and ascend to the theater roof and apprehend Defalt. Turn right, and clamber up the roadie cases for the DJ and event equipment, and up onto the ornate balcony.

Caution

Ouch! You usually receive part of a junction box to the face; this won't kill you, and you can't really avoid it, but Defalt has full control of the scenery, so prepare to shrug off small exploding junction boxes on your way to the roof.

Turn right, vault over the boxes, and climb a ladder to a hatch leading to a gantry above the theater. You can't catch Defalt, so you might as well gather any items at the pallet blocking your path (there's an IED and a G106 grenade launcher). Then slide across the pallet, toward a junction box, shake off the explosion, and head up the steps to a Blackout and the roof entrance.

Caution

There's a timer ticking down during this escape; fail to reach the roof in time, and you fail the mission. So keep sprinting forwards and upwards.

- Fight your way across the rooftop

4.4 DEFALT COMMAND PROMPT

Location / The Loop // Ambrose Theater

Foot Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

After a final shower of sparks from an exploding junction box, the rat-headed lunatic waves good-bye and flees across the skylights and ductwork—but not before leaving you with a sizable private army to dissuade you from pursuing him. You have to break off the chase for the next few minutes to deal with the following foes:

Overview

Completion Point: Lower rooftop above an alley where Defalt escaped to.

Dangers: Seven Fixer mercenaries (Marksman Elite x2, Veteran x4, Elite x1)

Amid the smoke and chaos, it may be difficult to become spatially aware of your surroundings. You're attempting to reach a set of metal steps leading down, which are ahead and on the roof's right side. The first area of combat has solar panels, four skylights, and a brick maintenance access area with ladders on each side (the interior is inaccessible). There's also a second, smaller roof area with two skylights and another brick maintenance access (roof and interior are inaccessible).

Incoming Fire

The Roof Ahead

Threat Level:

Most of the enemy fire comes from foes behind skylights and the first brick structure (both from the corners and on the roof of it). Concentrate your fire at these foes but only after removing threats to your side. Watch for Shot-Callers and focus on them as a priority, even if it means dashing out of cover to tackle one.

The Roof Above

Threat Level:

A sniper usually resides atop the roof of the inaccessible building ahead of you. He's incredibly annoying, as it's difficult enough dealing with the foes at your level. So, snipe back at him accurately, or use a grenade launcher to ensure the job is done. Or, shoot the flammable canister just behind him, and leave him to blow up while you deal with closer foes.

The Roof to the Right

Threat Level:

A sniper is also on the roof to your right, as is another foe, firing automatic weaponry. They will annoy you as you fight the main forces, so make your first grenade punt strike them, or focus a sniper shot to your right so you can focus your concentration on the battle ahead of you.

Progression Plans

There are no insertion points, just enemy locations to focus your gunfire on. This is a frantic battle where you may be outgunned, but with careful planning, you won't be outmatched. Try some or all of the following plans.

General Preplanning

Cover: It goes without saying that cover is incredibly important, as well as knowing which direction incoming shots are coming from, so you're not simply sitting thinking you're in cover and then get shot from the side.

Multiple Mayhem: There are upper sniping positions ahead and to the right, as previously discussed. There is also rooftop combat to contend with, so advancing slowly is usually the best policy; deal with threats that are most troubling first.

Be Smart: Though Defalt has removed some of your smartphone's functionality, it can still mark the enemies and will show areas of interaction. Use them, as described below, if the situation calls for it. To begin with, though, a ctOS scan tags all the foes you need to hit, so you won't be ambushed.

Passive // Flee: No Attempt at Rapport

Difficulty:

There's no way through the enemy except forward. If you throw all caution to the wind and simply sprint ahead, along the right side of the rooftop and avoid all combat. For additional safety, use a Blackout before you start your escape.

Aggressive // Smart: Hacking You Can't Ignore

Difficulty:

There may be opportunities to turn the scenery against the foes attacking you. Look for the following (which may or may not be active):

Regulators: Check the walls as foes move in and take positions in front of these valves.

Solar Panels: Move these 90 degrees at a time, so you reveal hiding enemies.

Protectors: Activate these and scramble behind them. Activate again if foes are using them.

Transformer Vaults: Helpful to catch groups of reinforcements as they run in, though getting a line of sight is tricky.

Blackout: Try plunging the entire area into darkness, courtesy of the Blackout you just picked up (or one you previously crafted). You can now more easily remove the enemy threats while the foes are confused—though this doesn't alleviate the damage they can inflict!

Disrupt and Explode: As always, some (random) enemies can be incapacitated by hacking their comms or grenades. The latter is particularly helpful if a cluster of foes are dug in; hack the grenade, then shoot the foe in the head so he drops the projectile, ensuing others are caught in the blast. Or hack the grenade of any enemy with a grenade, that you already dispatched.

Aggressive // Violence: GL-94 When Going to War

Difficulty:

The only real option is to fight. This is recommended, as you'll gain experience, snag dropped weapons, and get extreme satisfaction from removing all armored foes, especially with the killer ordnance you should have at your disposal, the most helpful of which is the grenade launcher.

Grenade Launcher: This levels the playing field dramatically, as long as you don't overuse the weapon and run out of ammunition too soon. As the fight progresses, punt a grenade at the foes on the adjacent rooftop to your right, then at snipers on the far roof, then at enemies on top of the brick structure. Any foes simply hiding should be removed with other weapons, depending on available ammo.

Grenades and IEDs: Your minimap shows clusters of enemies, and if you can lob a grenade or trigger other explosive devices when your foes are grouped together, so much the better. Otherwise, lobbing explosive devices at the two choke points (around the edges of the first brick structure) helps stop the swarm of enemies.

Shotgun or Machine Gun: Shotguns are helpful, but any hard-hitting gun does a number on the foes here; just make sure you're aiming for the head or you'll waste masses of ammo hitting their body armor.

Methodical Maneuvers: Unless you're sprinting for the objective point, it isn't necessary to be hasty with your movements. Instead, dart from duct or AC unit to skylight, working your way slowly forward as enemies permit. Remember the order to slay everyone, and keep steadily working your way toward the objective. Note you can climb on the first brick structure, as the extra height allows reasonable viewpoints of foes, and the metal fencing is reasonably protective, but it isn't quite as safe as digging in behind roof cover.

As soon as you reach the metal stairs and descend, reaching the waypoint, a new objective appears.

- Chase Defalt

4.5 A GAME OF CAT AND MOUSE

Location / The Loop // Alleyway Near Ambrose Theater

Vehicle Chase

Difficulty:

Drop into the alley as you follow Defalt back down to ground level. At this point, Defalt enters his Rosewood station wagon and peels off into the city. You're left frantically searching for a vehicle. There are three to choose from in the same alley as Defalt:

Nakahawa Zusume R: Excellent speed and precision cornering. The recommended vehicle.

Sumitzu Rotor: Not quite as quick, but still a commendable choice.

Core-T: This has the speed but skids wildly during cornering. If you can control this, take it.

Motorbike: Don't spend time looking for a bike, but if you spot one during the chase, it's well worth swapping vehicles, as long as you can accurately control the bike. It can fit through blockades and other obstacles more easily than any car.

Note

The following chase occurs with you and T-Bone frantically attempting to download data from Defalt as you try to get as close to him as possible. Defalt has a scrambler, so during the chase, you can't use your smartphone to hack any city scenery. Plus, T-Bone needs Defalt alive—at least until the download finishes!

Tip

The distance you are behind Defalt is important; be sure you're around 80 to 90 meters or closer to effectively download data. Any farther away, and you're simply chasing a dude in a rat head.

- Chase Defalt
- Download the data

4.6 CRAZY CODE AS THE CHASE HEATS UP

Location / The Loop and Mad Mile

Vehicle Chase

Data Hack

Difficulty:

There is one route that Defalt takes, and he's full of surprises. During the pursuit, he has access to (and may use) the scenery that has permitted you to gain the upper hand during previous chases! So heed the following warnings as you careen around town, and concentrate solely on catching up to Defalt; you have only your vehicle and your driving skills to help you this time!

Tip

Want to predict where Defalt will turn? It might seem obvious, but his vehicle's brake lights are fully functional and help you predict when to brake.

Driving // Offensive: The Defalt Plan

Difficulty:

Take an immediate left turn out of the alley and another as T-Bone speaks to you, cutting in on the left sidewalk. Watch for a ctOS Blackout, which plunges the road into darkness.

You're heading east, hopefully increasing to top speed. Pass under the L-train tracks and through the newspaper dispensers, keeping straight down the road as the lights come back on. Stay in the middle so you don't hit vehicles on the right as you descend.

Make a sharp left at the bottom of the hill. Accelerate north for two blocks; the download starts now. Cut in on the right sidewalk. Make the next left turn and speed across the bridge, which might get raised. Then take a sharp left.

Watch the blockers at the bottom of the slope before the tunnel; swerve onto the right sidewalk if they rise, then accelerate hard into the traffic tunnel, slowing as Defalt enters a parking tunnel. Stay right to avoid a nasty stop at the second set of blockers if they rise. Squeeze in to the right of the hut.

Your data retrieval should be around 60 to 70 percent by now. Follow the tunnel into a sharp left turn down a cobblestone alley (west), out onto the street. Accelerate hard for four blocks, until Defalt heads right slightly, into a pedestrian area. Brake hard, as there's a really tight turn. Your download could be complete at this point, so the chase can become more freeform.

Down the steps heading north, brake and swing right, avoiding the bollards at the start and end of the side street. Skid left at the end, and watch as Defalt either heads right, braking sharply into a parking structure, or skids around to face you and flees.

You're heading north for half a block, then right and immediately left into a narrow pedestrian area. Be very careful you don't get stuck!

Follow the walkway to an amazingly tight right turn—brake early! Weave left up some steps and right, before gunning it toward another parking structure. Defalt usually passes through this and turns left. At this point, you should have downloaded the information. If not, continue following Defalt.

Driving // Offensive: A More Virulent Scan

Difficulty:

Just because you can't remove Defalt from the streets (yet), doesn't mean you need to keep your distance; you can attempt to shunt him into oncoming traffic, slam into him at corners, and generally catch and smash into him. The object here isn't to wreck him but to catch him so he stops, allowing you to gather the data and finish the download more quickly.

Note

As soon as you recover the data, the objective updates, and Defalt's course becomes random.

- Chase Defalt
- Take down Defalt

4.7 TRACKING AND WHACKING THE HACKER

Location / The Loop and Mad Mile

Vehicle Chase

Lethal Force Likely

Difficulty:

Revenge! Continue the chase: By the time the data download completes, you have full control over the city's infrastructure and can use any of your favored obstacles to bring Defalt's vehicle to a (usually explosive) stop. Or, you can ram or shoot the vehicle. You should know what these are by now, but in case you require a reminder. Very generally, the type of action you can take involves:

Using the scenery against Defalt (raising bridges or bollards, exploding steam pipes and the like).

Ramming him until his vehicle becomes too damaged to drive.

Or shooting up the vehicle, usually after a crash, before he flees.

Once Defalt's vehicle is immobilized, tackle him in a firefight, using whatever attacks you deem most entertaining.

Note

Defalt may escape from your radar, and T-Bone radios in to let you know he's vanished. Though you don't have the pleasure of watching this punk squirm, you still have the data you need.

After Defalt is removed as a threat, this mission concludes.

MISSION REWARDS

Gained XP: +3,000

New Vehicle Available: ROSEWOOD

Song: Conduction (Santiago & Bushido Remix) By Johnny Fiasco

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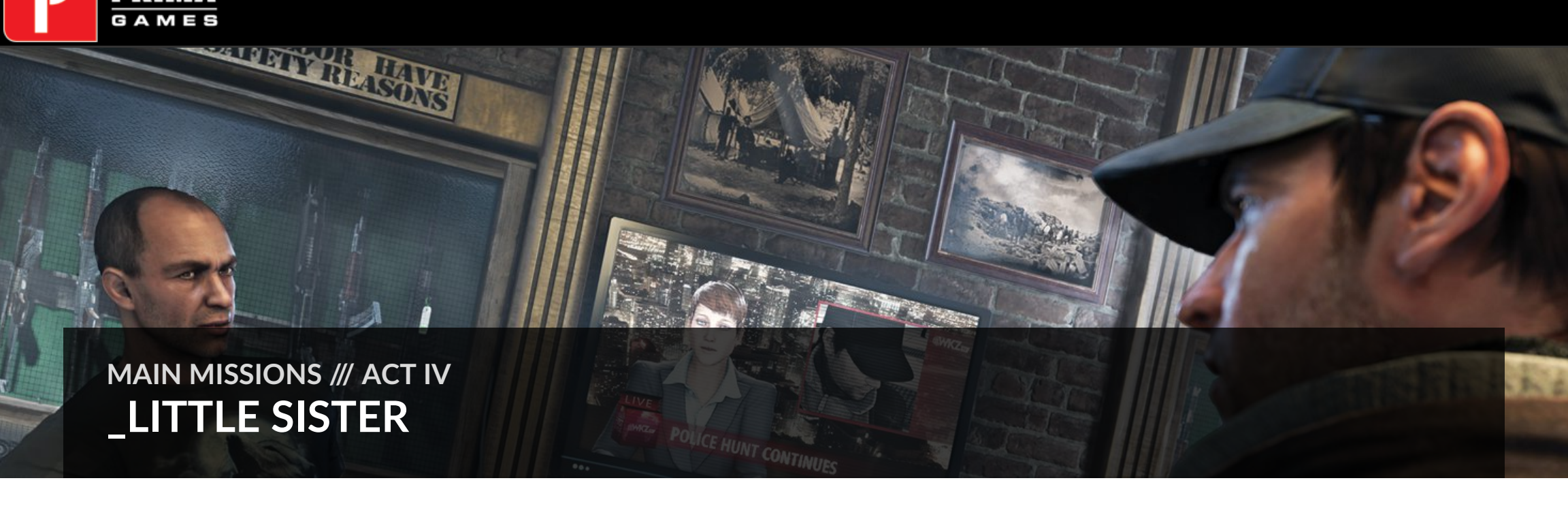

MAIN MISSIONS /// ACT IV

_LITTLE SISTER

OBJECTIVES

- Hack cameras to find Nicky
- Take out Nicky's guard
- Hack guard's phone
- Guide Nicky to a car
- Defend Nicky
- Kill all Fixers or escape
- Escape the area

MINOR SPOILER

LOCATIONS // MAP

Location / Brandon Docks // Treatment Plant Warehouse

- Hack cameras to find Nicky
- Take out Nicky's guard
- Hack guard's phone

5.1 BIG BROTHER IS WATCHING

Location / Brandon Docks // Treatment Plant Warehouse

Infiltration

Data Hack

Lethal Force Likely

Difficulty:

You finally receive the coordinates of where your sister is being held. Drive there at speed, but once you're here, your subsequent infiltration is hindered unless you spend some time exploring the entire area (all the insertion points detailed below), before you start the mission. Then move into the metal structure adjacent to the huge open warehouse, pass the parked van, and grab any items before hacking the switch.

Custody room access is granted! Pan the camera around to see Nicky and the Fixer guarding her. Then zoom in on the laptop camera, access it, and blow the junction box he's standing in front of. Quickly hack the phone on the desk, and Nicky comes running over. You let her know you're about to get her out of here.

Nicky grabs a weapon. A guard comes in, and your sister promptly dispatches him. You must now guide Nicky across the Fixer-guarded warehouse to an escape vehicle. This won't be easy!

- Guide Nicky to a car
- Defend Nicky

5.2 ESCORT TREATMENTS

Location / Brandon Docks // Treatment Plant Warehouse

Infiltration

Escort

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: The vehicle on the northeast interior of the warehouse.

Dangers: Eight heavily armored Fixers (Marksman x1, Veteran x3, Elite x3, Enforcer x1), carrying shotguns and assault rifles. One is a sniper. Four are Shot-Callers.

Dangers (before or after Nicky escapes): Approximately six Club vehicles, each with up to four foes armed (Veterans and Elites) with shotguns and rifles. Additional vehicles if you attempt to flee, until you lose them.

Insertion Points

Although you are here to escort Nicky to the vehicle, it is imperative that you have an exceptional knowledge of this building's layout; you will need to access the area.

Note

You begin in the northwest corner, just outside the main warehouse interior. Nicky is on the other side of the wall where you accessed the camera, in an enclosed storage chamber.

North Canal and Bridge

Accessibility Level:

Though normally this might be a good way to enter a premises such as this, the canal or the bridge doesn't help protect Nicky, as firing on foes or approaching from here usually raises the alarm. The guard outside Nicky's room can spot you and raise the alarm, as can the sniper on the whitewashed corner garage and the foes on the container barge in the middle of the warehouse. Otherwise, this area is useful only when swimming across it to reach the opposite side when infiltrating better insertion points (northeast area).

Northwest Window and Upper Walkway

Accessibility Level:

This exterior corner of the building near the bridge, just around the corner from where you're standing, offers some pallets and a container to scramble up and an open window to vault over. This allows access to the upper walkway with the metal stairs across to the sniper and waiting car at one end and the storage locker walkway patrolled by a single guard at the other. You can easily remove him as a threat if you're planning on taking out foes before moving Nicky. Also check the mattress and trash in the corner here; Maurice Vega left one of his burner phones.

Another area that offers similar access is the roof of the structure you're standing in. Exit, and climb up the pallets to a secondary roof, up an air-conditioning unit to the roof above your head. Peer through the windows in the northwest corner for a great view of the warehouse. This provides sniping opportunities or you can drop down to the locker room walkway.

Northeast Window and Whitewashed Garage

Accessibility Level:

Although you need to swim across to reach this area, look for the red corrugated metal siding, the ivy, and the ladder up to a window and doorway that allows access right into the whitewashed garage where the sniper is patrolling. This is most helpful when removing the sniper as a threat or starting (or continuing) a stealthy takedown of the interior enemies (using Spec Ops weapons, for example).

East Garage Door and Bay

Accessibility Level:

You must swiftly jog past a couple of patrolling guards to even reach this garage door; open this only after Nicky reaches the car and drives to freedom. You can prep the door early, through remote camera viewing, but otherwise this open expanse of pipes and lifts is simply a viewing chamber for the guards, the sniper, the patrolling enemy on the ground, and the three guards on the barge. Sneak around here only if you've neutralized these foes. Also note the two ladders on either side of the barge from the water; use these rarely, as you're easily spotted climbing out.

Southeast Rail Tracks

Accessibility Level:

The entire southern part of this yard is open to the elements and has a rusting rail track running east to west. The southeast corner is the end of the patrol for the guard who moves along the bay area; you can easily enter here but watch for foes on the barge spotting you, as well as the sniper.

Southwest Rail Tracks

Accessibility Level:

Aside from offering access to the opposite sides of the warehouse, this corner features a garage door and a patrolling guard moving between this outside area and the bay where Nicky is being kept. You can assault this area a little more succinctly than the opposite side, since the barge foes can't see you very well. But clandestine maneuvers are preferred over driving a van through the garage and hoping to kill everyone by using a gun.

Warehouse Interior

Accessibility Level:

The two main concrete bays on the west (where you, Nicky, and three guards are) and the east (where the car and two guards are) are bisected by the canal and a moored container barge (with three guards patrolling it). The barge is linked to the west bay by three bridges (you can hop across to the east bay easily). Also, don't overlook the metal gantry running west to east along the northern perimeter—another possible route for Nicky to take.

Progression Plans

You may now try one, parts of, or any combination of the following methods to keep Nicky safe as you reach the car.

General Preplanning

Cameras: More so than previous missions, use of the cameras is critical, and knowing where all of them are located and what they can see (marking foes and using scenery to attract them) is key to your success.

Safe Sister: Nicky may have a gun, but she isn't about to take down eight heavily armored Fixers. She won't survive if she's spotted, so weigh her safety with your ability to move her safely.

Into the Fray: Just because you need to escort Nicky to the car doesn't mean you need to stay at your current location. A hybrid plan of stealth executions and moving Nicky is the best possible course of action.

Tip

In fact, it's worth mounting an attack from the northwest containers up to the patrolling Elite on the walkway, and then methodically taking down all foes with stealth attacks (removing those closest to Nicky first), and then leaving Nicky to automatically reach the vehicle).

Tip

The following tactics showcase two relatively safe routes for Nicky to take, as well as other available options. When you're moving Nicky, feel free to continue taking down foes to further thin out the enemy herd.

Note

You may have other routes you wish to try, but these have been found to be optimal in keeping Nicky safely hidden for most of the time, while arousing minimal enemy suspicion.

Passive // Smart: Nicky Route: Guidance to the Car

Difficulty:

Wait for the Fixer to reach the pallets outside Nicky's door, then access this camera and attract him by hacking the forklift. Or, if you can, disrupt his comms. Then move Nicky across the gangplank and onto the container barge, into the first open container on her right.

Move to this camera and be wary of the middle guard (Enforcer) patrolling the barge. Wait until he turns and faces away from Nicky, then move her to the red container in the middle of the barge.

This next part can be tricky and requires swift camera access! Move Nicky to the open door of the orange container on the right, then access this camera. When the Elite heads left and the Fixer on the right moves back toward the water, switch to this camera and quickly maneuver Nicky to the front of the green container. Keep her safe by placing her near the long yellow metal pillar in the bottom left of your camera view.

Now on dry land, pan the camera to the right and (optionally) raise the protector. Wait for the guards to inspect it before resuming their patrol path. When none are looking, move Nicky to the pallet stack by the yellow pillar, next to the protector. Take a moment for the guards to patrol again, switching to this camera. When the foe by the loading dock lift heads to the right (toward the car), move Nicky to the L-shaped stack of pipes, close to a concrete pillar.

Nearly there! When the foe by the car is facing away, move Nicky between the two concrete barricade sections at the base of the metal stairs. Wait for the guard to pass by and then prompt Nicky to reach the car. She flees through the open garage door, leaving you to escape or deal with any foes as you wish.

Note

At this point, there is a search area on your map. You can flee without killing anyone, or you can start executing everyone, in which case, expect numerous reinforcements.

Passive // Smart: Nicky Route: Guidance from Afar

Difficulty:

Wait for the Enforcer to reach the pallets outside Nicky's door, then access this camera and attract him to the forklift opposite. Move Nicky behind him, toward the low concrete barrier and corrugated metal at the base of the locker walkway roof. Guide her up the stairs, ihacking the second forklift or the vending machine to distract the second guard.

Wait until the guard on this upper locker area heads toward the mattress and upper gantry stairs, then have Nicky position herself behind the last locker. Switch to the camera shown in the screenshot. When the guard patrols back near the perimeter wall, move Nicky around the lockers to the main cross-gantry stairs.

Quickly cycle through four of five cameras until you reach the one above the middle of the main gantry. Send Nicky to the desks and locker area.

Move to this camera overlooking the car. This is the trickiest part of the maneuver, as Nicky sprints across the roof, down the stairs, and to the car, so position her by lockers and check enemies on the ground first. If possible, disrupt the comms or disable the marksman at the top of the metal stairs she has to run past; do this when the guard patrolling the car is away from you, walking to the loading lift. Then prompt Nicky to reach the opposite roof where the sniper patrols.

At this point, you can easily guide Nicky across to the gantry, over the water, and to the whitewashed garage where the sniper is patrolling. Keep Nicky up on the gantry or in a corner before stepping onto the gantry; this way you can deal with any enemy threats and guide her more easily. If you're having trouble moving Nicky down to the car (as she's easily spotted), simply keep her up on the gantry, and thin out the enemies yourself, first.

Caution

The following plans call for violence against the Fixers. Beware that Nicky may be in danger if you're away from her, or if foes are close to her, or if she isn't in proper cover. So why not lead Nicky out first and then deal with the Fixers? Or better yet, start your Fixer executions silently; begin with the Elite on the locker walkway above Nicky before tackling the Enforcer (ideally have the Enforcer Takedown Skill beforehand).

Aggressive // Stealth: Quietly Preparing for a Spar

Difficulty:

The tried-and-true formula of hitting enemies over the head with a baton works exceedingly well here, but the stakes are much greater; if you're spotted, expect the enemies to swarm Nicky's location and kill her. This is why a more conservative approach is better. Try the following:

Bound onto the locker walkway above Nicky's location. Take down this guard first, then the one by the forklift and garage, and then the Enforcer guarding Nicky's door (if you have the necessary skill or if a more explosive solution is necessary).

Next, creep around the outside and up to the whitewashed garage exterior door and window, and throttle the sniper. You now have only the foe patrolling the bay near the escape car and those on the barge.

Drop down or creep around the outside of the building and tackle the bay foe when he's outside; this minimizes the chance of being spotted by the barge enemies.

Then enter the barge and methodically bring down each of the three remaining foes, watching for the patrol path and views of the middle one.

Aggressive // Smart: Using Scenery to Get Far

Difficulty:

As you should know by now, any of the following interactions is helpful no matter whether you're moving Nicky around or heading into the warehouse:

There's a forklift used to attract enemies, close to Nicky's room.

There are two protectors, used more to attract foes than as defenses.

There are two scissor lifts and a loading lift, but both aren't necessary to employ as access points; simply more equipment to cause confusion among the enemy.

There are four junction boxes; some (only the ones previously specified) are great for exploding along certain guards' routes.

There are two garage doors: the one Nicky escapes through and the other one in the southwest corner, which you can use to creep around to kill the guard if he's outside in this area.

Aggressive // Violence: Saying Au Revoir

Difficulty:

Unlike when you maneuvered Bedbug in earlier missions, you can break off from escorting Nicky at any time and bring ranged gunfire or other offerings down on the enemy. It's usually best to have Nicky away from the action (ideally in the starting position or already escaped) so she isn't targeted by the enemy. Then place yourself between her and the enemy to prevent your sister from succumbing to enemy fire. Use any of the following options:

You don't have to take out the sniper first, as there's enough cover between you and him.

Although noisy, you can sneak up and shoot folks on one side of the warehouse (with brief headshots or melee-range blasts) without everyone panicking; expect the enemy to advance on your location, though.

Remember there are three gangplanks onto the barge; use any of them to outflank the foes on here.

Shotguns are reasonable, but they lack range and precision, and you're most likely to be trying for headshots as foes duck behind cover. So pistols and rifles are a better bet.

Grenades and other projectiles are less important, though you can create traps by sneaking, dropping IEDs on routes to your position (such as stairs), and coaxing foes toward you.

There are some explosive canisters (on the tops of benches or stacked in mesh cages), but these aren't particularly helpful to explode, unless the foes are right by them.

Sniping is fine if you're quick enough and need to move Nicky and cover her with weapons, though rifles are quicker when dealing with threats from multiple directions.

Tip

You can set IED traps on the canal bridges and dig in close to where you executed the Enforcer, leaving Nicky in relative safety, and repel all the reinforcements from this position.

Finally, Nicky reaches the vehicle, the garage door opens, and she escapes, leaving you to deal with the remaining Fixers. You plan on getting her and Jacks out of town.

Tip

Once Nicky has successfully escaped, providing you've not raised the alarm yet, check the warehouse for ammo bags and other items to gather. This is usually best to attempt during a stealth takedown maneuver.

- Kill all Fixers or escape
- Escape the area

5.3 NOT A MEMBER OF THE CLUB

Location / Brandon Docks // Treatment Plant Warehouse

Escape

Vehicle Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

If you used violence and the alarm was raised, your problems don't end here; there are a large number of Fixer reinforcements incoming to your position, and some are already combing the area looking for you. This presents a variety of tactical plans to try. Obviously, when escaping in a vehicle, all your previous plans work well too.

Passive // Flee: Scurrying Like a Startled Rat

Difficulty:

Check the direction of the incoming foes, and run in the opposite direction:

Head to a vehicle, and use the ramp within the containers in the yard to the west to reach the road.

Scramble up to the north bridge, hail a vehicle, and escape.

Sprint east, into a warehouse and onto the streets. Find a vehicle and depart.

Move south onto the railroad tracks and seek cover until this all blows over.

Did you arrive by boat? Then depart along the waterways; you soon lose your pursuers.

There are numerous ramps, alleys between containers, and other hiding places for your vehicle.

Bikes and boats are an often-overlooked method of quickly removing yourself from harm.

There is a vast area of cover opportunities in this dockland zone, so hiding can be helpful. But fleeing immediately is recommended.

Aggressive // Violence: Resorting to Combat

Difficulty:

No jumped-up members of the Club are getting the better of you and your sister; it's time for mayhem and payback! Assuming you have the gumption and ammunition for the task. You can:

Stay in the warehouse and utilize all previous violent tactics. One of the best locations for this is the garage roof above Nicky's car, where the enemy sniper was. You have a good view of the enemies arriving by road.

Run and gun, using the warehouse buildings and containers and moving in any of the four previously described directions.

If you lack a vehicle, wait until one of the Club's SUVs pulls in and use that.

Expect heavy resistance; find higher ground in good cover where you can't be outflanked.

Driving // Smart: Leaving Your Foes Flat

Difficulty:

Aside from all the regular methods of dodging the enemies, there are a couple of plans you should seriously consider when escaping:

Close all the gates to hem in the enemy, then use ramps or entrances onto the rail tracks to the east to flee.

There are steam pipes on the main road adjacent to the warehouse, which can impede pursuers.

Follow the rail lines to the west to enter the Wards and lose your foes relatively easily.

You can raise the bridge to the north, creating an impenetrable obstacle if you're on the opposite side. Even better, you can wait on the bridge for it to rise, reverse onto the grating above the bridge entrance, and use it to rain explosive death down from above!

When you lose the Fixers, the mission concludes.

MISSION REWARDS

Gained XP +3,000

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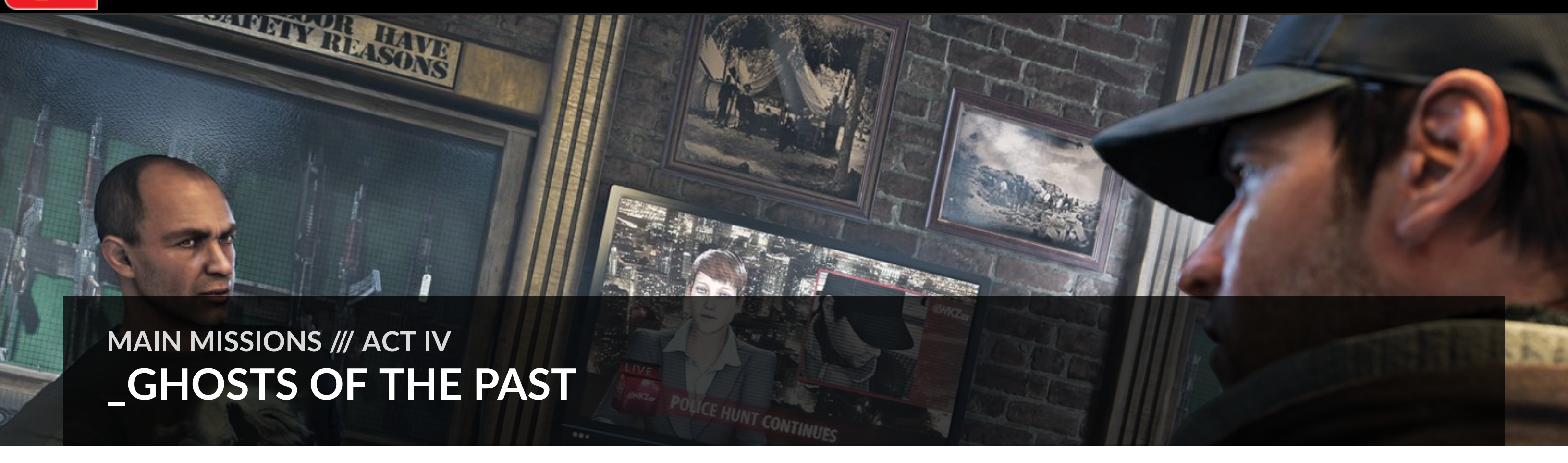

MAIN MISSIONS /// ACT IV

_GHOSTS OF THE PAST

OBJECTIVES

Leave town. Avoid the police

LOCATIONS // MAP

Locations / Parker Square and Pawnee // Yolanda’s House to Overlook

6.1 NICK, WE’RE OUTTA TIME. WE NEED TO GO

Location / Parker Square // Yolanda’s House

Locate Yolanda’s house in southeast Parker Square, and approach the front door. Nicky and Jackson hurry out and are bundled into a car. With the police closing in on your location, you need to escape Chicago as quickly (but as cunningly) as possible.

Leave town. Avoid the police

6.2 RUN TO THE HILLS

Location / Parker Square // Yolanda’s House

Location / Pawnee // Crazy Moose Inn (Overlook)

Driving Infiltration

Escape

Difficulty:

Overview

Completion Point: Out of police search area, then a careful drive to an overlook, on the outskirts of Pawnee.

Dangers: Most of the Chicago PD; at least three squad cars at all times, roadblocks active to your movements, and a helicopter.

Note

The ctOS scan, Blackout, and the Jam Coms crafted item are normally excellent to use to escape the police, But now you need to drive to escape the police search area, and any of these enhancements don’t help your cause in this case.

Exit Points

As you flee south Parker Square, the police show of force is immense. There are few methods to escape: As the police react to your maneuvers and are never in the same place twice, it may become more difficult to escape in one direction compared to another. But the following provides a reasonable chance of success:

West, Over the Freeway

Escape Probability:

If you decide to weave through the west side of Parker Square Begin, watch for cops ahead and left (northwest) of you. The most difficult part of the route is escaping Yolanda’s neighborhood, but use alleys and venture over the freeway (not onto it). Then place a GPS marker near May Stadium, and slowly drive north, using side streets and alley. Continue to avoid the cops.

Assuming you’re close to May Stadium, place a second marker north again, close to either St. Joseph Cemetery or the Farris Halstead Library. Head into the hedge-lined neighborhoods, keeping your eyes peeled for police. Cross the park over the grass without gunning it and skidding out of control. Your final marker should be near the botanical gardens, which is out of the police range and close to your objective.

North, Over the Marina

Escape Probability:

Though dangerous, this is the optimal path to take if you wish to quickly and effectively complete this mission. Instantly accelerate from Yolanda’s house, cutting across the intersection and remaining in a northward trajectory along the main road within this section of Parker Square. Launch yourself at the marina docks in a spectacular bid for freedom!

Slow down so you aren’t rocked into the water or skidding out of control. Head over the grass north of the marina buildings, through the mesh fence and under the freeway. Take the dirt path alongside the freeway (to the west), with the river on your right (east). While on this path, slow down so you don’t skid out of control and end up in the river (it can happen!). Continue following this path until you’re out of the police presence. Then join the freeway or main road once the police threat has lessened.

Note

You can also access the railroad tracks into a tunnel from the dirt path, or cross into western Parker Square (or head in any number of other directions). But staying on the dirt path until the police give up the search is the optimal plan, as it’s the safest. Plus, using the railroad takes you over to Mad Mile, which is out of the way of your target objective.

North, Up the Railroad Tracks

Escape Probability:

If the police are blocking your way to the west, accelerate from Yolanda’s house, cutting left across the intersection, and head north. Immediately take the very first alleyway to the left (west), by the yellow “Garage Auto Parts” sign. Increase your speed, hit the ramp and sail over the freeway, hopefully landing on the railroad tracks at Paulson station.

Quickly attempt a rough three-point turn and then accelerate northward; stay on the right side of the tracks so you don’t hit any oncoming trains, but don’t worry about the police barricades—you can pass safely by if you’re traveling at speed, and the railroad soon allows you to exit (after heading out of the police search area) near the road to Pawnee.

South, Over the River

Escape Probability:

Watch for the helicopter and squad cars behind you, and simply reverse, J-turn, and head through the fence and down toward the footpath and the river. You may need to hide in the alley near Yolanda’s house first. When you reach the path that heads roughly west under the freeway, follow it, attempting to avoid (or crush!) as many pedestrians as you can.

Cross under the L-train tracks, move over the small island, under a second freeway, and then leave the path, driving up the grass hill and onto the railroad tracks. Skid left (south) toward the massive swing bridge. Access the bridge so it connects, then race across and follow the rail lines east along the perimeter of the Wards until you’re out of the police threat. This escape is slightly easier than the one to the north, but you have a very long trek to your objective afterward, and you still want to keep off the main freeways, as the police have a presence. Retracing your steps and heading up toward May Stadium is a good option.

Progression Plans

The routes detailed previously are your methods of completing this mission. However, only defensive driving and the following tactics guarantee a high chance at escaping:

Driving // Defensive: Pawnee or Busted

Difficulty:

Stay in Your Car: With Nicky and Jackson to worry about, this is the only vehicle you can use, so keep it in working order; keep ramming and crashing to a minimum. Drive slowly when coming up to corners and undulations off-road, as this vehicle tends to skid out more easily than others.

Patience: The police are out in force and set up roadblocks based on where you’re most likely to drive to. If you weave through streets, check your minimap constantly; if you have it turned off, peer ahead for flashing lights and change your route accordingly. The police have no set path; the patrol cars, helicopter, and roadblocks are dependent on how they perceive you. So don’t rely on memorizing routes.

Alleyway Antics: Though you can get caught or stranded in one area until you make a mistake, remain half a block or more away from any police and the helicopter. Use alleyways to sneak around patrolling vehicles. Careful reversing and J-turns are as important as cornering properly.

When to Run and Gun It: Remember, there are occasions when fleeing is necessary; if a foe isn’t too close, it is wise to run and get away before he is fully alerted and the mission fails. You can’t drive past a cop on the same street, though; fast maneuvers are only available when the cops aren’t on your tail or passing you by.

Side Streets Only: The cops have the main thoroughfares blocked. This means you can’t head onto freeway on-ramps, or take the tunnel under the river, or enter intersections of main streets. Driving off-road or carefully maneuvering down quieter side streets is the way to slip by unnoticed.

6.3 RUN FOR YOUR LIFE

Location / Pawnee // Crazy Moose Inn (Overlook)

Take the main road to Pawnee, and you eventually arrive at the overlook close to Crazy Moose Inn. It’s over for Nicky and Jacks, but not for you. After an emotional farewell, Nicky takes the car and Jacks, and you say your farewells. You’re staying here. As T-Bone calls in with news, the mission concludes.

MISSION REWARDS

Police Evasion +225

Gained XP +3,000

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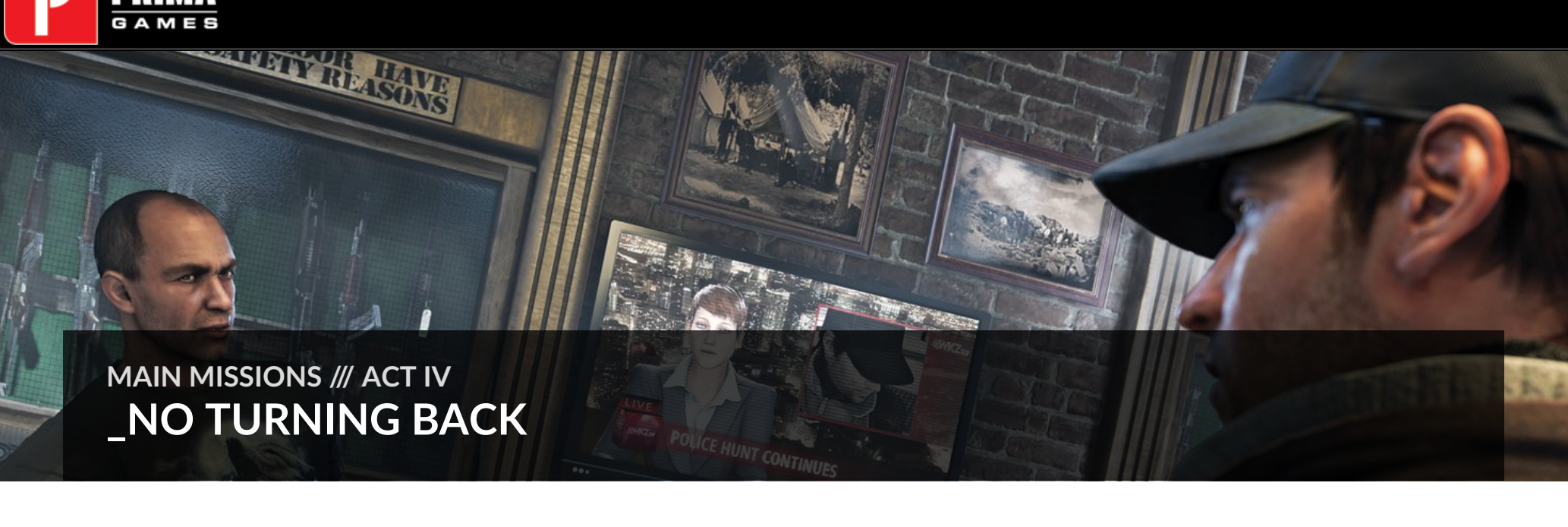

MAIN MISSIONS /// ACT IV

_NO TURNING BACK

OBJECTIVES
- Reach Merlaut Hotel
- Eavesdrop on Quinn's party
- Follow Quinn
- Access hotel's security system
- Infiltrate hotel
- Reach Quinn's office
- Fight your way across the rooftop
- Find Quinn
- Profile Lucky Quinn
- Download the video
- Escape the hotel
- Escape the police

MajOR SPOILER

LOCATIONS // MAP

Location / Mad Mile // Merlaut Hotel

- Reach Merlaut Hotel
- Eavesdrop on Quinn's party
- Follow Quinn
- Access hotel's security system

7.1 YOU'RE OUT WHEN I SAY YOU'RE OUT

Location / Mad Mile // Merlaut Hotel

Investigation

Data Hack

Difficulty:

Journey to the Merlaut Hotel on the eastern shores of Mad Mile. Quietly disembark from your vehicle and approach the waypoint near the sculptures. Listen to a phone call for a shocking revelation. The objective soon updates, requiring you to eavesdrop on the party Quinn is throwing for the mayor. Find the WKZ satellite van and hack the box on the wall next to it.

You hack into the camera system on the hotel's roof deck, which is worth exploring, as you'll be moving through this location later. Watch Mayor Rushmore's rambling speech onstage before he is cut off by Connor Malley, Quinn's "charity director." Pan or change cameras to spot Quinn at the top of the nearby steps.

When Rushmore is lightly shoved offstage, he goes for a more private meeting with Quinn, and your objective updates. Turn the camera behind the stage so it points across to the right of the audience. Access the camera on the upper balcony deck and a third camera across the deck. This allows an easy glance at the switch to hack.

Behind closed doors, the conversation between Quinn and Rushmore is far less congenial. The auction fiasco, the gang problems involving Iraq, "Rose," and a video Quinn is using to blackmail the mayor all come up in this heated conversation. Hack the phone on the desk if you'd like. After Quinn dismisses the mayor, you're tasked with accessing the hotel's security system.

Pan the camera to the right, behind the mayor. You see a second camera through the high conference room windows. Access this camera, ignore the two individuals starting their party a little early, check the laptop for an Audio Log, and hack the switch to reach the node hotspot:

Solution: Hotspot 1

This accesses a camera inside the main security room, where one of Quinn's goons is watching over the bank of monitors. You can hack his camera for a better view and his laptop, but you're really here to hack the main security of the building.

Before you execute the hack, pan the camera down to the door directly below the camera view. There is an unlock switch that releases the door, but unfortunately, the angle of the camera means you can't access it. However, you can find a crafting item in this room.

Stop! Though you can hack from the security camera, it's better to use the camera atop the guard. After the intrusion is secured, the guard goes about a patrol path, passing the elevator and heading to the front desk. During this time, you can pinpoint almost all of the foes inside the building (seven of them, save for the two guarding each main entrance outside). You can even detonate a junction box along the guard's route, taking him (and sometimes, a second Elite) out!

- Infiltrate hotel
- Reach Quinn's office

7.2 BEST BE CAREFUL. HE'S DOUBLED HIS MEN

Location / Mad Mile // Merlaut Hotel

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: The elevator bank, between the conference room and the security room.

Dangers: Ten Club Fixers (Elite x10), two with cameras; two are Shot-Callers, one in the elevator you call. All armed with pistols, shotguns, and machine guns.

Reinforcements: Up to four Fixers (Veterans, Elites, Enforcer) each time.

Insertion Points

The hotel is cube-shaped, in terms of its three main entrances. Remember that although the "western" entrance is east of your current location, it is called that because it is on the hotel's west side.

Western Entrance and Main Lobby

Accessibility Level:

This is a little ways east of your current location and features one easily distracted guard at the main doors (attract him to the phone on a nearby planter, then melee-strike or slip by unnoticed). Inside is the hotel's main lobby. There are cameras to mark the many Club members patrolling the conference room, and the elevators are through the conference room, to the right. Check the main lobby reception desk for a phone to hack and an Audio Log to listen to.

Northern Entrance and Side Lobby

Accessibility Level:

This involves a quick jog or drive around to the hotel's north area and a side lobby with elevator banks you can't access. Watch for two foes here. Drop one with a melee strike and the other waiting by the desk, or attract either with a phone on the desk. Follow the corridor around to the front desk and the conference room to your left. Although this is farther away, you can slip into the conference room more easily as there are cover opportunities the right side (closest to the waypoint) doesn't have.

Southern Entrance and Docks

Accessibility Level:

This metal door has an easily hacked switch and isn't used by the general public. It allows you access to a side corridor that meets the front desk and the (locked) metal door to the security room. It's technically closest to the elevators, but you still need to navigate through the conference room to reach the waypoint. Once you're inside, expect one roaming guard in the corridor.

Main Lobby and Conference Room

Accessibility Level:

In the lobby, there's one enemy behind the front desk (which is relatively easy to sneak around and use as cover before a melee strike). The conference room entrances are on either side of the lobby, and the room itself is guarded by four enemies. There's a vending machine to attract foes, four junction boxes to help defeat or distract the enemies, and cameras allowing you to see what you're heading into. Note the two exits to the elevators on the chamber's right (south) side.

Elevator Bank

Accessibility Level:

This is always accessed from the conference room, though it's right next to the security room. You can sprint through the conference room to reach here before the guards react, or fight your way to this location. Watch for the time it takes for the elevator to arrive and a foe exiting the elevator when you call it, and complete the objective.

Progression Plans

You may now try one, parts of, or any combination of the following methods of reaching the elevator bank.

General Preplanning

Coming Equipped: Be sure you're fully stocked with weapons and ammunition; the Club come heavily armed, especially as you progress through the hotel.

Innocents Aplenty: There are several hotel patrons, and although it isn't imperative, you might not want to involve them in combat. It's usually a better idea to use stealthy tactics first.

Combat Confusion: Study the layout of the rooms before you head inside, so you're not bogged down or trapped in a corridor or the lobby. Know where you're going and the best way to get there.

Passive // Flee: Scramble to the Lift

Difficulty:

This plan requires an exact knowledge of the route to the elevator and no delays in your running, or you'll be shredded by gunfire. Your plan is to simply race into the conference room, head to the elevator banks, and call them. Simple! Ignore any and all foes along the way, and hide in the security room while you're waiting for the elevator to arrive. This is usually easiest to achieve from the western and southern entrances. When you reach the elevators, you can begin more violent actions, but this successfully circumvents all laborious combat to reach the objective.

Aggressive // Stealth: Baton Wielding Leaves Your Foes Miffed

Difficulty:

Melee combat throughout the hotel is helpful, as you can then reach your objective without being overwhelmed by reinforcements or pinned into a corridor or conference room corner by multiple foes. If you're attempting to remove all threats without a weapon being fired, start by removing the enemies at the start of each intrusion point (the one in the southern corridor, the one by the western foyer entrance, and the two in the north foyer). Then remove the enemy at the front desk (as he's a Shot-Caller); this leaves only four or five remaining foes to worry about, all packed into the conference room. Approach via the left (north) entrance, working your way around the equipment crates for best results. Shot-Callers are a priority. Remember to change tactics at any time (smart plans are helpful here).

Aggressive // Smart: Technology Is a Gift

Difficulty:

The network of cameras is helpful to flag all enemies throughout the restricted area, so ensure you've found them all before you begin to move in. Otherwise, there's a soda machine; use it to distract so you can sneak past or attack from behind. The conference room has several junction boxes to explode, but this results in the enemies becoming alerted (not violent, yet), and you're usually able to remove only one or two of them. You should also think about utilizing the following craftable items:

ctOS Scan: Before setting foot in the hotel, execute a ctOS scan so you immediately see and track all nine Elites. This allows swift action, rather than moving from camera to camera to tag everyone.

Jam Coms: If you make a mistake in your stealth and a Shot-Caller calls reinforcements, use this to prevent the attack (or hack their comms). Reinforcements usually overwhelm you (there's an Enforcer to worry about too), so keep your enemies—even when alerted—to those who can't bring more combat your way.

Blackout: One of the easiest ways to reach the elevator is to utilize stealth takedowns during a blackout. You can ignore most foes, quickly slip to the elevator bank, and call the elevator once the backup generators kick in. Obviously be aware that cameras, junction boxes, and the elevator aren't functional in a blackout either!

Aggressive // Violence: Your Hostility to the Club Becomes a Rift

Difficulty:

Bring out the weaponry when all your other infiltration plans fail. Prepare for quick and nasty combat, melee shooting after grabbing enemies, and reinforcements. Advancing to the security room and elevator corridor is better than milling around in the lobby or conference room (if you can reach there easily). Otherwise, there are other plans you can attempt:

Snipe from the gardens, shooting through the lobby and hitting foes in the conference room.

Bring down enemies from one end of the main corridor that stretches north to south.

Grenades into the conference room help remove multiple threats.

Lures are excellent for removing foes in your path or coaxing them into your line of sight, before all-out combat occurs.

Intentionally cause combat so you can rack up experience points. Just be sure you have the explosives to deal with the Enforcer that shows up!

Driving // Offensive: That Bike Can Really Shift

Difficulty:

If you've had previous success driving a bike through locations to reach waypoints, you might as well try it here. This is like the passive plan detailed previously (enter via the main lobby and work your way to the elevators), but it's faster, more dangerous, and much more prone to disastrous consequences. But it's possible!

Tip

If you ended your tour of the hotel's ground floor without facing any more foes, spend some time gathering crafting items and dropped ammo and cash before heading into the elevator.

- Fight your way across the rooftop

7.3 YOU DON'T TAKE WARNINGS VERY WELL

Location / Mad Mile // Merlaut Hotel

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: The door at the opposite end of the upper roof deck.

Dangers (including the foes in the office): Ten members of the Club (Veteran x4, Elite x3, Enforcer x1, Elite Marksmen x2), most in armor with pistols, shotguns, and machine guns.

Reinforcements: Expect a Club helicopter reinforcement as you reach the deck.

Enter the elevator, dropping the enemy inside with a melee strike or gunshot. Activate the elevator, and you ride up to Quinn's office, where you're stopped immediately by his security. After some particularly callous remarks, Quinn walks away, hoping his henchmen will finish you off. At this point, you must act swiftly:

Action: Battering with a Nightstick

Before they have chance to shoot you, hit the context-sensitive button shown on the screen and strike both foes while drawing your weapon.

As they attempt to shoot you, ignore the context-sensitive button and receive a swift bullet to end your days.

You enter an automatic focus. Quickly aim your weapon at an incoming Elite soldier and execute him with a headshot.

Assuming you survived, grab the M8-M from the desk, hack any equipment you wish, and then take cover inside the office, as an Enforcer may appear at the door the soldier burst in from.

The Enforcer is a nasty piece of work and in close proximity. There are only a few options available:

Lob a grenade or IED at the doorway (or use a grenade launcher) and detonate it before he reaches you.

Duck behind the desk or sofa, wait for the Enforcer to close in, and (providing you have the necessary skill) melee-strike the foe.

Duck behind the desk, maneuver outside, rush for cover, and utilize any junction boxes or incessant headshots. Only do this if you have no other options.

Whatever the plan, you need to pause in this office, as another two or three foes (usually Veterans and Elite) attempt to thwart you. Use similar tactics, though bringing out your guns is an obvious help, rather than a hindrance this time. Try to drop the foes at the doorway rather than letting them spread out, into the room. Hacking their grenades or disrupting comms is another excellent plan. When there's a lull in the action, pick up the gun on the desk and peer through the window behind the desk to a (locked) office with a laptop on it. Claim an Audio Log here, if you didn't earlier. Then head outside.

Insertion Points

It's important to know the exact layout of this deck area, so you can attempt the least dangerous route to reach the door on the far (north) end of the upper deck:

Main Deck

Accessibility Level:

The main deck, where the mayor gave his speech, has patrons to avoid killing, a wide open central area with sitting clusters, a bar near the stairs to the upper deck, and more importantly, a stepped perimeter leading to a small bar and the edge of the deck. Take this route to keep yourself safe; foes can fire down from the upper deck balcony, but you're far enough away and behind the low wall cover to avoid most of this damage, and you can deal with the foes you face.

Upper Deck

Accessibility Level:

There are only two possible ways to reach this heavily defended upper deck: by accessing the main stairs or by using the sofa to climb over the wall, to the left of the stairwell. There are more low walls and sitting areas to hide or clamber around, with the door ahead and right.

Progression Plans

Violence is the only really effective way to navigate through here. Try the following plans:

Aggressive // Smart: Decked Out

Difficulty:

There are a couple of junction boxes, but there aren't many opportunities to tag a guard with their explosions (unless you're hacking their comms or grenades). Instead, focus on using the remaining cameras to mark the enemies you'll encounter, which is particularly helpful when finding foes on the upper deck. Or utilize a ctOS scan. Then begin the following assault:

Aggressive // Violence: Scream and Shout

Difficulty:

Armed with your favored weapon (or the M8-M, which offers vicious headshot potential), creep down and scoot across the gap in the stage to bring down the sniper in the far left corner. Then concentrate on moving around the perimeter, firing at foes milling about the middle of the deck. After defeating nearby enemies, stay at range along the perimeter and bring down foes in the upper deck area.

You can also lob grenades or other projectiles up to flush enemies out from behind the main bar, atop the upper deck stairs, or the upper deck balcony.

Other weapons are an option, but the armor many of the foes are wearing, and the unwieldy nature of some weapons (such as sniper rifles), means close-assault weapons (rifles, shotguns, or your pistol) are of paramount importance.

Headshots with a pistol or machine gun are a great option.

When combat on the upper deck begins, you should really have removed most of the threats already. Try moving up and back down the main steps to coax foes out toward you. A war of attrition at the base of the stairs, behind cover, is safer than rushing the area.

Move across the walled area and various sitting locations, dropping foes with a mixture of accurate headshots and grab-and-shoot takedowns. A grenade or other projectile is most helpful if a foe is dug in, and you don't want to chance a charge at him.

As you reach the upper deck, the Fixers call in a helicopter with a sniper to severely impede your progress. Ignoring the helicopter and reaching the objective is one option. Another is to hack the chopper and disrupt it, if you have the skill. Yet another is to blast the sniper on the chopper with a headshot (do this from beneath a pergola for extra cover). You've killed a police officer, but you certainly make the upper deck combat easier!

- Find Quinn
- Profile Lucky Quinn
- Download the video
- Escape the hotel
- Escape the police

7.4 UNLUCKY, QUINN

Location / Mad Mile // Merlaut Hotel

Infiltration

Data Hack

Escape

Vehicle Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

Burst into the corridor and through the double doors with the round windows. Gather Blackout from the reception counter, and search the silent floor for evidence of Quinn. Hack any equipment you spot with your smartphone out to gain more information about Quinn's nefarious activities, including the laptop in the (locked) conference room with an Audio Log on it. Then enter his main office. Inspect his desk and find the device under it.

Tip

During this lull, craft any items you're low on, reload all your weapons, and prepare for combat to come.

Hacking this reveals a camera in a hidden room adjacent to your location, as well as some shutters to open. Quinn can now be seen hunched over his files. You can try shooting the glass, but it's bulletproof. Instead, head over and peer through the window, profiling Quinn for clues. The old man notices you and flippantly tells you to walk away.

As the conversation progresses, you can hack the pacemaker Quinn is wearing. Do this until Quinn staggers to his chair and provides some evidence linking Mayor Rushmore to Rose's disappearance. The ugly truth is revealed in grainy video footage. But you're not finished yet.

Continue your pacemaker hacking until Quinn is on the floor. After one final hack, he expires. You will, too, if you don't act quickly: Stay in the office and immediately complete the video data download. Hack as soon as you can, because it takes around six seconds to grab this data (hack the computer inside Quinn's panic room), and the alarm is raised, giving you 20 seconds to flee the hotel before the mission fails.

Two armed soldiers are at the double doors. Flee, or drop behind the secretary's desk and blast them through the round windows; this is possible to complete before the timer runs out. Then move quickly north, through the exit door and onto the hotel roof. Now the police are after you!

Escape Routes

You have a Blackout and other trusted means of slowing down the police. But what are your escape routes?

North Entrance Awning

Accessibility Level:

You're very close to the hotel's north side, so why not drop down to the awning and steal Quinn's vehicle (the Gambino), parked outside the entrance? Spin it around to more easily exit the hotel grounds, and speed off to the nearest garage to swap vehicles for a less ungainly ride.

North Docks

Accessibility Level:

Follow the awning route, but ignore Quinn's vehicle and keep running to the docks. Hop into any of the boats, accelerating away quickly; you'll easily outrun the police helicopter and any boats giving chase. Just stay close to the edge of Chicago and dock near a place where you can easily access a car.

East Water and South River

Accessibility Level:

Sprint around the hotel's perimeter, avoiding the cops. Dive down into the river to the south or struggle to reach the water to the east. Find a boat and flee as previously described; the only problem is that it takes longer if you head in this direction. You can use the glass pedestrian dock area to hide from the police, though.

Staying Put

Accessibility Level:

If you're using Blackout, simply lurk on this roof (only the helicopter picks up your position), before escaping down the north awning. If the police start to scan, block them with Jam Coms or perform evasive maneuvers.

When you successfully escape the police, you receive an ominous phone call from Damien, and this mission concludes.

MISSION REWARDS

Police Evasion (XP): +275
Gained XP: +3,000
New Vehicle available: Gambino

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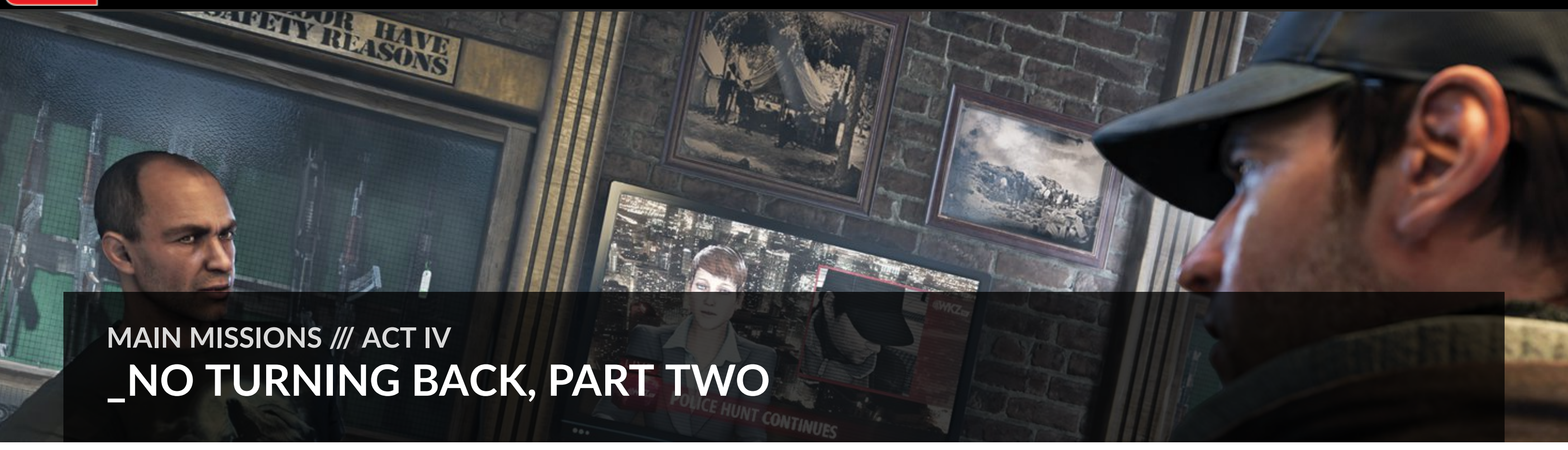

MAIN MISSIONS /// ACT IV

_NO TURNING BACK, PART TWO

OBJECTIVES

- Race to save Clara
- Eliminate the hit men
- Reach Clara

MajOR SPOILER

8.1 ALL BETS ARE OFF

Location / Parker Square // St. Joseph Cemetery

Once you've escaped Quinn's hotel and the police presence, you receive an ominous phone call from Damien. He's uncovered some information on Clara and is shocked about your opinion on the matter. As the intentions to harm Clara become clear, you try to reach her on her cell phone, but she isn't answering. The situation is getting frantic. Locate a vehicle and drive to the St. Joseph Cemetery in the northwest part of Parker Square.

Driving Investigation

Foot Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

Tip

Stop! Do you have enough ammunition left after your hotel infiltration? You may wish to stock up or have at least 20 bullets in your pistol. Also, reload before you reach the cemetery!

Whether you're traveling here by car, truck, or bike, and you reach any of the entrances to the cemetery, when you close in on your destination, the view switches to that of Clara, bringing flowers to the grave of Lena Pearce, your niece. Alas, she's not the only one visiting this graveyard on this fateful day. Clara is down by Lena's grave by the time you arrive.

Overview

Completion Point: Lena's grave, after all hit men are nullified.

Dangers: Nine hit men (Gunmen x7, Veteran x2), armed with machine guns and shotguns. No reinforcements.

Stay behind the grave you're using as cover, and while in Focus mode, quickly bring out your favored weapon (a pistol, rifle, or machine gun is helpful) and start to quickly hit the heads of the advancing foes. You have a few brief seconds of vengeance against these murderers.

There are nine foes. Tag the ones in front of you first, then watch for the ones behind the far tombs and gravestones. Aim for any heads popping up, and after your focus fades, mop up the remaining stragglers, starting with those closest to you.

Projectiles and melee strikes are also acceptable (especially with one or two enemies left), but they take longer and leave you more open to attack. This battle is simply a test of your skill at striking foes in the head.

After you slay the mob (and you can't physically kill them all before Clara falls, or before your focus is over), you're instructed to reach Clara. After some tender moments, along with an Audio Log play, you part ways and your mission concludes. Before you leave the grave site, be sure to check the nearby graves for an ammo bag to replenish your expended bullets.

MISSION REWARDS

Uplay Action Completed

Gained XP +3,000

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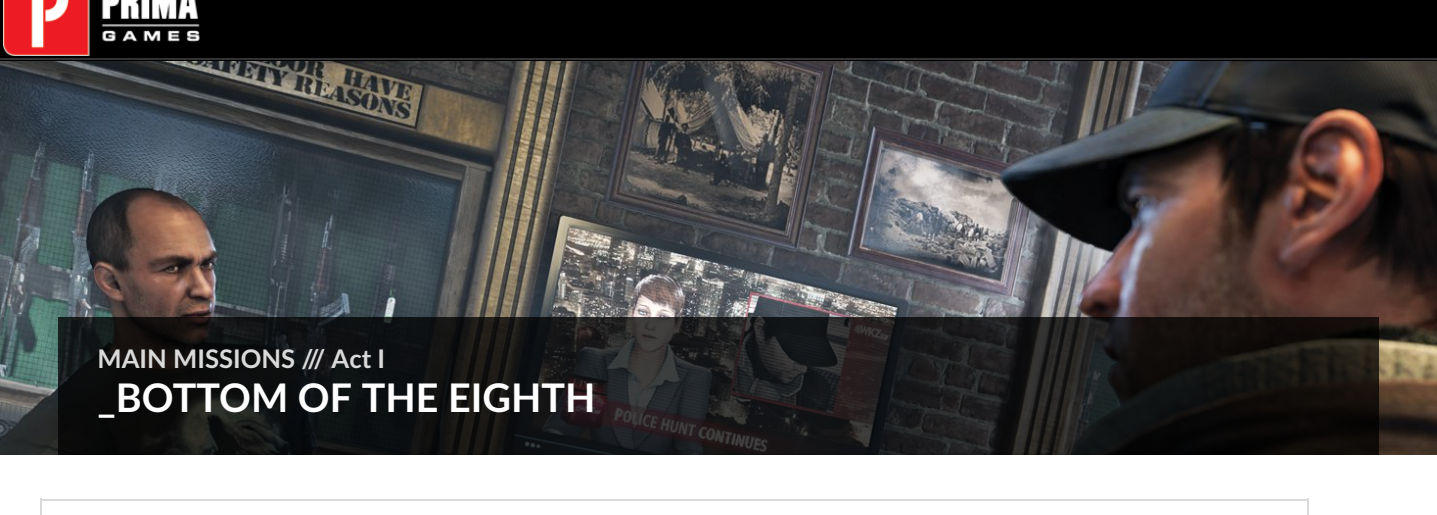

MAIN MISSIONS /// Act I

_BOTTOM OF THE EIGHTH

OBJECTIVES

- Shoot Maurice
- Examine Maurice's personal phone for information
- Leave the locker room when ready
- Sneak past the police
- Hack the camera
- Follow the data flow line to its source
- Unlock the door
- Reach the upper level
- Use a lure to distract the guard
- Throw lure to the designated area
- Reach the upper level
- Find and hack the officer with the access code
- Hack into the stadium's network
- Create a blackout
- Escape the stadium
- Leave the police search area
- Escape the police
- Reach your hideout

LOCATIONS // MAP

Location / Parker Square // May Stadium to Owl Motel

Location / Parker Square // May Stadium /// Interior

Location / Parker Square // Owl Motel /// Interior

1.1 SOME THINGS YOU CAN'T WALK AWAY FROM

Location / Parker Square // May Stadium

Shoot Maurice

Lethal Force Likely

Difficulty:

After a bruised and battered Maurice fails to give up his contacts, it's time to apply a little more pressure—but not to his throat; that's been half throttled already. Bring your gun up, and aim it anywhere on Maurice's form (though the head makes your feelings abundantly clear).

Tip

Using your pistol (or any other gun) is extremely straightforward. Tap the **Draw/Holster**button to bring the weapon out or put it away. Hold the **Aim**trigger to get a bead on your target (your reticle turns red when you're aiming over an enemy). Press the **Shoot**trigger to fire the weapon.

After some forceful language and Maurice's screaming, press your **Shoot** trigger. Maurice is reduced to a gibbering wreck, as your pistol has no bullets.

Action: Taking a Swing

Maurice's whimpering turns to anger when your back is turned. He grabs a baseball bat and brandishes it wildly. You now have an action to complete—perform a takedown:

Press your **Attack** button to bring out your melee weapon (a telescoping nightstick), and beat Maurice into unconsciousness.

Ignore your **Attack** button, and you still manage to swiftly bring Maurice down. But in the future, be quicker with these contextual button events!

Note

At this point, it's worth spending a few seconds understanding the HUD laid over the action, as the number of bullets (00) can be seen in the bottom-left corner (when you've drawn your pistol), as well as your smartphone battery, objective, and minimap. Consult the HUD section of the Training chapter for more information.

Examine Maurice's personal phone for information

Investigation

Difficulty:

Activate your smartphone's Profiler App, which bathes the screen in augmented reality. Maurice's details appear almost instantly. The scumbag may be unconscious, but he has a lot more to say. The gang member's phone grants you two important clues:

The major players in this investigation have brief **Audio Logs** scattered around the whole of Chicago. You find some during the main missions and some during other missions. Others are scattered across the landscape, waiting to be found. There are 101 in total.

When hacking Maurice's phone, you discover it is a throwaway device (aka Burner Phone) the criminal uses during his nefarious activities. He has eight of these phones, and finding them all forms the basis of the Burner Phones side mission.

Note

The **Profiler** button allows you to quickly ascertain personal details from everyone you meet, as well as hack phones, unlock doors, detect and mark enemies, and attempt a variety of other useful techniques. Consult the **Profiler** section of the Training chapter for more information.

Note

The Black Viceroys are one of Chicago's notorious street gangs.

Leave the locker room when ready

Investigation

Difficulty:

You are able to freely maneuver around the locker room. Keep your smartphone out and profiling. As you explore this room, you can:

(Optional): Hack the soda machine; two cans fall out. This is one of many "Fun Hacks", but you'll use the clattering of cans to attract foes in other, more dangerous circumstances.

(Optional): Check the locker room thoroughly for crafting items. These appear randomly, and you should gather as many as you can find, in preparation for making projectiles after this mission. Look for items such as Chemical Components, Meds, and other items that show up on your Weapon Wheel.

(Optional): Open a (random) package by tapping your **Use Object** button. Tap, don't hold! These bags hold cash to spend.

Tip

If you're exploring in a dark area, simply bring out your phone; it briefly illuminates the area you're in without attracting attention. Put it away and bring the phone out again for subsequent (but brief) flashes of light.

Locate the blue door and simply walk into it, pushing it open and enabling your escape.

1.2 YOU'LL APPRECIATE THE PLAN TOMORROW

Location / Parker Square // May Stadium

Sneak past the police

Infiltration

Melee Force Likely

Difficulty:

After you meet with Jordi Chin, a lunatic in a sharp suit who's managed to summon Maurice's gang affiliates and the Chicago Police to your current location, you instruct him to keep Maurice alive while you attempt to escape the stadium. The police have responded in a most punctual manner.

(Optional) If your Profiler is still active (and it should be), you can scan the corpses Jordi has arranged and see the names and occupations of the lowlifes he's recently murdered.

Note

Jordi Chin is your sociopathic fixer who gets things done only when the money (and his best self-interests) benefits him.

There are now multiple ways to complete this next objective:

Overview

First Completion Point: The top of the curved loading bay ramp southwest of your current position.

Dangers: Chicago Police Officers (Veterans x2), with pistols drawn.

Insertion Points

Maintenance Corridor (from the North)

Accessibility Level:

Head through the open mesh gate ahead of you, then creep or run past the pitching machine and around to the pallets just behind the mesh fence. Approach from this loading area. You have an excellent view of the officers' movements, but you need to act quickly to dispatch them before they raise the alarm.

Maintenance Office (from the Northeast)

Accessibility Level:

Head through the mesh gate ahead of you, then enter the blue door to your left. This leads to an adjacent maintenance office, which has some components and cash to snag. Exit via the door opposite, left of the cute raccoon picture. You benefit from claiming an item and having one officer within easy reach.

Maintenance Corridor (from the East)

Accessibility Level:

Run down the corridor to your left, and crouch behind the pallet by the open mesh gate with the light shining at you. You have a slightly easier and flexible entry point here , though you may need to melee strike a foe quickly if he investigates this corridor..

Progression Plans

You may now try one, parts of, or any combination of the following methods of navigating this area.

General PrePlanning

Cover: Be certain you are familiar with the rudiments of stealth and can quickly crouch and move from corner to corner and cover to cover.

Cameras: Have your smartphone active so you can mark (or profile) the two police officers. Notice items in the environment you can use, especially the two cameras, which you can use to track their movements—be certain you're hiding first!

Combat: Remember Jordi threw your bullets away, so shooting the police officers isn't an option yet. But be certain you claim your first collection of bullets from either of the officers if you incapacitate them.

Clambering: Have you read up on Parkour? This is advisable, too.

Passive // Flee: Making Your Escape Subtle

Difficulty:

Crouch behind a pallet in the east corridor entrance. Wait for both officers to pass you, then jog around the pallet, and run to the low concrete wall and fence. Hug it as you head up the ramp, ignoring the police completely.

(Alternate) Rush through the east corridor, and hide behind the pallet stack closest to the wall shelves. Next, seek cover near the large pillar at the ramp's base. Parkour over the ramp railing and escape; this is trickier, as you need to leap just as the officers pass by.

Aggressive // Stealth: Hitting a Double

Difficulty:

Crouch out of sight, waiting until both officers stop moving. Then approach the one closest to the maintenance office, ideally from behind. Before he shouts the alarm, take him down with a quick press of your **Melee** button. Move swiftly behind the second officer, who is inspecting the dead gangbanger to the ramp's right. Execute him with a swift melee takedown. The benefit of this plan is that you can collect dropped ammunition and cash. Then run up the ramp.

Aggressive // Smart: Attracting Trouble

Difficulty:

You're fortunate that there are two hacking opportunities to help your progress. The first is the pitching machine, which attracts the first officer. Simply approach from behind and melee strike, or you can run past him. In addition, one of the gangbangers dropped a phone close to the floor grating, near the pallet stack by the van. While hiding, hack this so it plays a strange sound that causes one officer to investigate. This allows you to more easily move around him or strike him from behind.

Caution

You may wish to dispose of one officer, grab the pistol ammunition he drops, and aim at the second officer's head. This is a terrible plan: Firing off a shot, or being seen by either officer, fails this mission. The parked van is also inaccessible; you're heading out of here on foot.

To conclude your clandestine maneuvering, attempt your first spot of Parkour at the top of the ramp by using your **Vault and Climb** button. You can climb the mesh gate or vault up and over the metal refuse container.

Tip

To continuously Parkour, hold the **Vault and Climb** button throughout the time you wish to maneuver vertically over obstacles. Let go after completion or once you stop moving.

1.3 LURED TO THE LOUNGE

Location // May Stadium

Hack the camera
Follow the data flow line to its source
Unlock the door
Reach the upper level

Infiltration

Data Hack

Difficulty:

Overview

Completion Point: The top of the escalator, at the entrance to the VIP lounge. Then move through the food court, past the lounge bar, to the souvenir counter.

Dangers // Lower Souvenir Court: Three Chicago Police Officers (Gunman, Veteran x2).

Dangers // Upper VIP Lounge: Five Chicago Police Officers (Veteran x5).

The double doors at the top of the steps are locked. Bring out your Profiler, and you'll see a data flow running above the doors. The key to unlocking these doors lies in the lower food court mezzanine, but you can't reach that area yet. However, you can access the camera above and left of the door. Hack the security camera to update the objective. Then move the camera so you can see through the open grating above the doors. Hack into the subsequent camera, inside the lower level.

Pan the camera around, following the flow, then access a second camera above the souvenir sign. Now mark the police officer in the middle of the lower stand area. Cycle through to the last camera above the escalator on the mezzanine pillar. Wait for two officers to appear and mark them; then hack the console switch below them, and unlock the door you're standing next to.

Note

Notice the ethereal data flowfrom the switch console to the lock? You'll see these frequently in the future—another reason to keep your smartphone out. Also note the difference in color between locked data flow (white) and unlocked data flow (blue).

Tip

Notice the white "border" around police officers you profile? Target them with your phone or a camera to "tag" adversaries (crafting the ctOS Comms Scan also reveals these enemies). Their ranking is also visible, so you know how dangerous each individual is.

Use a lure to distract the guard
Throw lure to the designated area
Reach the upper level

Infiltration

Data Hack

Melee Force Likely

Difficulty:

Lower Court: Progression Plans

(Mandatory) After a curt conversation with Jordi, you automatically duck behind a counter. Take the Electronic Partsfrom the counter surface; this is a key crafting component in the creation of your first projectile, the lure. Follow the onscreen instructions; bring up your Weapon Wheel and select the Lure icon. Then craft the item (this occurs instantly) and close the Weapon Wheel with the lure selected.

Note the lure in your screen's bottom-left corner, showing the crafted item you're carrying and the number carried. Now hold down your **Throw** button, so a throwing arc is visible, and line it up with the target. Release to throw. Once the lure sticks to the wall, hack it (it says "Attract"). The officer takes the bait, walking over to the source of the strange noises emanating from your lure.

Your route is clear: You need to navigate to the top of the escalator without being seen. Try any of the following plans:

Passive // Flee: On the Go

Difficulty:

Scoot down behind the cover of the concessions table as the officer inspects your handiwork. Crouch in cover and move to the side of the officer, around the stack of boxes, and quickly run up the escalator.

Passive // Flee: Side Scaffold Row

Difficulty:

(Optional) Or, once you're at the escalator, you can try some Parkour. Use the scaffolding on either side of the escalator to clamber up to the mezzanine and to the completion point.

Aggressive // Stealth: A Low Blow

Difficulty:

Discharging your pistol simply fails your mission. But you can come up behind the officer (either go around the concession stand or vault over it) and whack him. Be swift!

Lounge Bar: Progression Plans

It's only 23 meters between the VIP lounge double doors and your next waypoint, but the number of officers has increased, and so has their aggression against some of the patrons. Watch your step!

Tip

Be certain to check the minimap in the screen's bottom-right corner, as it shows enemies and the direction they are facing. Move only when they aren't close and looking your way!

Patrons and bartenders won't raise the alarm. But the officers certainly will!

Passive // Smart: View from Afar

Difficulty:

Learn the lounge's layout by profiling all of the bar patrons and the five officers, ideally from a crouching position behind the bar. From here, you can:

(Optional) Access the security camera, check information on many of the patrons, and "**tag**" all five officers.

(Optional) Locate the infamous **Joseph DeMarco**, the business manager for "Lucky" Quinn. See the Collectors Edition of this guide for more information on these power players.

(Optional) Listen in as one of the officers roughs up a patron. His girlfriend is suitably impolite, but the altercation doesn't escalate, possibly because everyone is filming it with their smartphones!

(Optional) Hack one of the lounge patrons targeted in a **blue diamond**. This is the first time you can hack into a citizen's phone and retrieve a reward (usually bank account details). See the Training chapter for more details on these types of hacks.

Once you're done, use the next tactic:

Passive // Flee: Behind the Bar

Difficulty:

If you head along this route without pausing, you're likely to encounter officers moving into the lounge from the waypoint. When the officers' backs are to you, swiftly move to cover behind the bar pillar, past the saloon doors, and to the waypoint.

Passive: Parkour So Bizarre

Difficulty:

You can creep behind the bar, then through the saloon doors and by the bar servers' feet. Vault over and head to the waypoint. This is very tricky (though not impossible) to do without being spotted.

Aggressive // Stealth: Attempting to Spar

Difficulty:

Strike any officers with melee attacks only, and make sure other officers aren't watching or they'll catch you. Try sneaking behind the trio after moving behind the bar; bringing them down without being seen is insanely difficult.

You're also able to reach the waypoint, stop and turn round, wait for the officers to drift apart in their patrol routes to the mezzanine and lower food court, and stalk them one at a time (or melee strike one next to another if you're extremely fast with both takedowns). This takes a while and is very dangerous. If anyone sees you, you're dead!

1.4 YOU'RE SO HIGH MAINTENANCE

Location / Parker Square // May Stadium

Find and hack the officer with the access code
Hack into the stadium's network
Create a blackout

Data Hack

Difficulty:

Tip

Did you successfully hack the bank account details of a VIP lounge patron? Then use the ATM here before proceeding to speak with Badboy17 (or wait until you've escaped, and remove the cash at your leisure).

Move along the souvenir counter. You make a quick call to one of your hacker associates, Badboy17, requesting a big distraction. You're told to find a security guard with access to the server room. Hack the security camera through the locked glass doors of the trophy room, which is guarded by two officers.

Hack the second camera across the room from the first, listening as a third cop talks to the stadium's security officer about an evacuation plan. Point the camera directly at the two of them, then hack to claim the security officer's access code. Your objective updates.

Tip

Mark all of the police officers at this point so you can see them in the mayhem to come!

Hack the building security router within the trophy room. Your view shifts to the ctOS server room, where a vulnerability is detected. Simply unlock and hack, and you receive the necessary hack to plunge the entire stadium into darkness.

Open the Weapon Wheel, just as you did to create the lure, and select the Blackout, which normally requires a perk to craft. With it selected, activate the Blackout hack and watch the panic through the windows!

Tip

During blackouts, enemies lose sight of you and have reduced visibility until the blackout ends. Use this to your advantage!

1.5 LIGHTS OUT

Location / Parker Square // May Stadium

Location / Parker Square // May Stadium /// Sway San Bar

Escape the stadium

Infiltration

Melee Force Likely

Difficulty:

Overview

Next Completion Point: Head through the trophy room, down an escalator, to a bar entrance.

Dangers // Trophy Room: Three Chicago Police Officers (Veteran x3).

Trophy Room: Progression Plans

The initial route is recommended, although there are other, increasingly violent ways to entertain yourself on the way out of the stadium:

Passive: Home, Run

Difficulty:

Enter the double doors and creep left, moving to the pillar at the far end, near a waiting officer. When he moves away, quickly descend the escalator and race past the concession stands to the exit.

Aggressive // Stealth: More Trophies, for Fun

Difficulty:

You can always maneuver around the right trophy cabinets or take a path up the middle between the rows, but this almost always results in a takedown. If you must drag a cop down for a melee strike, creep around the case rows and grab the one who is alone. Then wait for the other two to split up and drag the others down one at a time. This takes time and patience.

Tip

Why go to the trouble of flooring a couple of cops? Well, there's some ammunition and minor cash on the bodies to grab.

Caution

Why leave the cops alone? Because if you're spotted, this part of the mission fails!

Aggressive // Violence: Scoring a Triple...Homicide

Difficulty:

If you hate Chicago's finest enough to batter them with your nightstick, you can do this if you're incredibly quick and no other officers spot you during each takedown. Then flee before the alarm is raised. This is incredibly difficult to achieve unless you pick the lone cop near the escalator first.

Just before you enter the bar, Jordi calls you to say he's left a preowned car in a garage across from the stadium. Take it if you want it. Now saunter through the Sway San bar like you own the place. The usual distractions (e.g., the slot machine) are not available, though you can buy a beer when the electricity is restored. However, you've more important plans...such as escaping. Head to the door and step outside. You're just in time to hear the police dispatcher raise the alarm.

1.6 AVOIDING THE PO-PO IN PARKER

Location / Parker Square // May Stadium /// Sway San Bar

Location / Parker Square // Owl Motel (Objective)

Leave the police search area
Escape the police

Foot Chase

Vehicle Chase

Lethal Force Likely

Difficulty:

Overview

Completion Point: Lose the cops and locate the Owl Motel to the southwest of Parker Square.

Dangers: Chicago Police Officers and vehicles (number differs depending on your actions).

General PrePlanning

Movement: It's important to keep moving during the initial stages of your escape. Simply hiding in the bar or milling about on the steps of the stadium gets you spotted and sometimes killed.

Freedom: You have the entire city of Chicago to explore, so you can ignore any or all of the tactics presented below. You only need to reach the Owl Motel if you want to continue Act I. However, it's worth completing this mission (and a couple of additional ones) to fully unlock your Skill Points and other potential benefits.

Warning Signs: Your minimap shows approaching police vehicles (flashing diamonds) and police on foot (red circles with direction arrows). Underneath is a Police Warning meter, and it's your job to remove it from your HUD. The larger gray circle is the search area mentioned in the objective; you need to head out of it before being spotted, if you can. Consult the Training chapter for more information.

Driving: This is your first driving opportunity, and learning how best to navigate the road is a must. There's many salient points to remember. Consult the Training chapter for more information.

Progression Plans

The cops are out in force tonight, and this won't likely be your last brush with them. But there are cunning methods to avoid or interact with them:

Caution

Running to escape is generally a death sentence, aside from the tactic below: Get to a vehicle as soon as you can.

Passive // Flee: Out for a Stroll

Difficulty:

If you thought about ignoring any vehicle to aid in your escape, think again: You can run the perimeter of the stadium, dash into alleys, and hide behind fences or among the milling pedestrians, but you don't complete this objective until you exit the search area. Walking there is possible (head roughly south, staying off major roads where police vehicles are patrolling), so you're at least traveling toward your mission-critical destination.

Caution

Typically, running around with the police active simply results in them spotting you and firing at you if you try to run (and you can't surrender, as the mission fails). By then, your only option is driving offensively (see below).

Driving // Defensive: The Correct Car to Jack

Difficulty:

Jordi's Zusume R: Sprint out of the bar, staying to the left and dropping down to the base of the steps. Rush across the side road to the alley where Jordi's car icon appears. Step through the door into the garage, and fire up the Zusume R, arguably the best vehicle available! This is the preferable method of escape. Don't be too quick to dart out of the garage; wait for any patrols to pass by first.

Difficulty:

Bogen 200: Sprint out of the bar, turning left or heading straight out and down the steps. Take either of the two parked Bogen 200 cars. Though they have lawn-mower engines, each is quite nippy and ideally suited for weaving through the tight streets and alleys.

Defensive Escaping: Bring up your main map and plot a GPS course to the Owl Motel (even if the Objective symbol on the map hasn't appeared yet). This enables you to see a rough route, which you don't need to stick to; in fact, you need to shake the police before you head there. With defensive driving—darting into side alleys and checking the minimap to spot and avoid incoming police—you're usually able to easily foil your pursuers. Continue this defensive driving until you're out of the search area.

Tip

As soon as the Police Warning meter changes from red to yellow and the timer starts ticking down, slow to a stately pace, find your way out of the search area, or hide completely out of sight. When the police give up, slowly start up again.

Caution

Avoid police roadblocks at all costs; simply watch where they are on your mini-map, and head down a road away from the blockade. If you don't, you may drive over a spike strip, ruining your tires and slowing you down still further, while the police locate and apprehend you more easily.

Tip

If the car chase and police avoidance is becoming drawn out and you're having problems shaking the boys in blue, consult the Training chapter, or try the following:

- Drive out of the police's search area; find a freeway and flee into the city.
- Push them into "search" mode rather than "pursuit" by:
- Driving down an unmarked alley and changing cars.
- Moving at high speed, e-braking at corners, avoiding striking anything or anyone, and changing directions constantly.

Driving // Offensive: A Provoked Attack

Difficulty:

You're outgunned and outmatched by Chicago's police department; so you may be tempted to cause as much destruction is possible: For example, hole up in the side alley north of the stadium (perhaps the one with Jordi's Zuzume R in it) and attempt to bring down the police with headshots, escaping during a gap in the carnage. You might want to steal a police car, run over pedestrians and cops, making a nuisance of yourself. But this is extremely unwise, and there is no real advantages to this. You don't receive XP, any extra time, you lose Reputation, and your Heat level rises. So avoid police confrontation wherever possible.

Simply head south towards your waypoint, and if the police begin to chase, hack the Traffic Lights at any major intersections when the button hint flashes blue; do this as you pass through the lights, so the cops chasing you are snarled up in cross-traffic.

1.7 YOUR UNCLE'S A DIFFERENT KIND OF PERSON

Reach your hideout

Infiltration

Difficulty:

Shaken off the police? Then follow your GPS, or the minimap, to your destination. Be sure you aren't using the sidewalks and mowing down pedestrians, as that simply results in the police appearing again. Park at the motel, head up the steps and along the walkway to your apartment, and enter it.

Tip

Before you step inside, thoroughly inspect the motel's perimeter, including access around the balconies, the roof area, and the side alley; knowing the layout of this place might come in handy later!

Step into the apartment. After viewing a touching scene between your sister and nephew, Aiden stares at the apartment wall adorned with masses of paper—clippings of newspapers linking a picture of a small girl clutching a fluffy lamb. What is all this about? He clearly shows his frustration at the wall before receiving a more encouraging call from Badboy17. The mission concludes.

You can inspect your apartment, but first, open up your Skills Tree by accessing your smartphone. Apply the Skill Points you've earned to your Combat, Driving, or Hacking improvements.

MISSION REWARDS

SKILL ACQUIRED: GATES & GARAGES

SKILL POINTS ACQUIRED: +5

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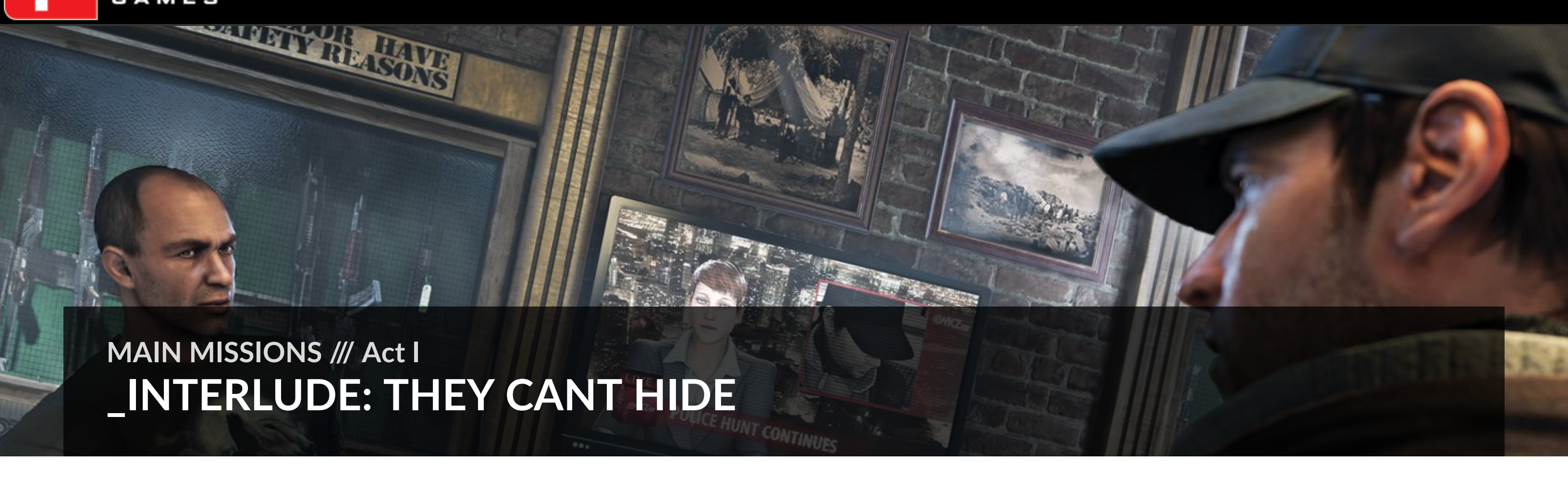

MAIN MISSIONS /// Act I

_INTERLUDE: THEY CANT HIDE

OBJECTIVES

- Go to sleep
- Exit your motel room
- Profile and hack people for potential criminal activity around your hideout
- Investigate the potential crime
- Suggested Action: Watch for criminal behavior
- Suggested Action: Intervene
- Suggested Action: Stop the criminal

1.8 STYLING AND PROFILING

Go to Sleep

Investigation

Difficulty:

Once the mission concludes and you've spent your Skill Point on the Gates & Garages Skill (this opens and closes gates and garage doors—extremely handy when finding shortcuts or wanting to block pursuers), check your hideout.

Tip

Spend a few moments surveying your Progression Tree and the Skills Tree. As you complete more main missions (and Gang Hideouts), more Skill Points accrue. Allocate these points to skills that will enable you to manipulate the environment more easily and proficiently. Consult the Training chapter for additional information.

As well as the Audio Log you just discovered, you already have four Aiden Pearce Audio Logs in your folder. They are available from the start.

Note

This bolt hole is the first of 13 Hideouts that you can unearth across the districts of Chicago. Inspect the following aspects of this locale.

- **Components:** Your hideout has some crafting components scattered about (don't forget to check the bathroom). Grab these—you can carry as many as your inventory space (Weapon Wheel) allows.
- **Fast-Travel:** You can select this location on your world map and instantly travel back here (or to any hideout you uncover). You can do this only between missions, not during them.
- **Hacking (Audio Log):** The laptop by your bed can be hacked, and the second Audio Log downloaded. This one features Aiden.
- **Hacking (System Key):** There is a System Key on your desk, which is a crafting component for different types of hacks. These are usually found by hacking the cell phones of Chicago citizens (not found lying around). Get used to checking citizens for this component.
- **Rest:** Sleep to change the time of day and save your progress. You can't do this during missions (but you're able to right now). It also fills your Focus meter and resets your Heat (the white squares under your minimap). Do this once you've scoured the apartment.
- **Wardrobe:** Change outfits for ones you're awarded or that you purchase at a clothing store.

Tip

Almost all of the remaining hideouts are uncovered by locating and hacking ctOS towers.

Rest on your bed for as many hours as you wish.

Exit your motel room

Profile people for potential crimes near your hideout

Data Hack

Investigation

Difficulty:

You wake from a terrible nightmare. Leave the hideout when you're ready, and you're treated to some distractions from the main course of Aiden's missions here in Parker Square. You can control the remote cameras as they spy on the citizens. When your objective updates, begin to stroll along the Owl Motel balcony or drop down to the parking lot (you won't kill yourself). Be sure you've brought your smartphone, and profile everyone about you.

As you continue your slow and methodical spying of your immediate surroundings, there are various actions you should undertake:

Personal Details: Every citizen you target has brief (and usually very personal) details, such as their hobbies, vices, ages, occupations, and incomes.

Phone hacking (white): Most citizens use phones, and those with a white target diamond may be texting or calling. You can hack in to listen to these conversations.

Phone hacking (blue): Certain citizens come up with a blue target reticle. These are of significant interest, as they grant you certain helpful items. These are listed by their portrait and include:

Bank Account (and Rich Bank Account): for obtaining cash from an ATM machine. You can hack multiple citizens before reaching an ATM machine.

Car on Demand: the keys to a specific vehicle, which now becomes available via your Cars on Demand App.

Item of Interest: A hidden package, usually containing cash, can be stolen before the police find it.

Online Target: a human player may also be spotted, allowing you to begin an online mission, but not until you complete a couple more Main Missions.

Potential Crime: although not a criminal, this citizen may be listening to or conversing with a criminal who is about to commit a crime.

Side Mission: Certain citizens have knowledge of Fixer or Gang activities.

Songsneak: a tune you can add to your music collection.

System Key: a crafting component for one-time hacks.

Continue to profile—from your phone and via the security cameras around the Owl Motel—until you come across a citizen with a blue diamond target. Target them. Your phone scans for a potential crime location, and the waypoint appears on your minimap.

1.9 SOMEWHERE, THERE IS A CRIME HAPPENING

Investigate the potential crime area

Investigation

Foot Chase

Vehicle Chase

Melee Force Likely

Difficulty:

Once ctOS detects a crime, reach the blue triangle area. In this case, the crime is about to occur a couple of blocks away, so follow the minimap for the correct direction. When you reach the blue circular area, open your Profiler and begin to scan for the potential victim or criminal.

Suggested Action: Watch for criminal behavior

Suggested Action: Intervene

Stay behind cover, and (optionally) use the security cameras to pinpoint the victim or criminal. Cameras allow you to watch the action unfold from farther away, at the expense of intervening more swiftly. Then follow the conversation between victim and criminal, waiting for an alert from ctOS before intervening. As soon as the following occurs, you should intervene:

The percentage rating on the information bar of either person shifts to over 96 percent or higher.

The percentage rating on the information bar turns red.

The alert icon above the criminal turns to a yellowish exclamation point, but not before the alert turns red.

Caution

Watch out! Criminals will refrain from performing their crimes if they spot you. Wait for an alert from ctOS before intervening.

Suggested Action: Stop the Criminal

Be quick, or the crime is committed and you fail this side mission. Now race toward the fleeing suspect. At this point, you have a few options when intervening:

Rush the criminal and victim, which stops the crime in progress and causes the criminal to flee.

Rush the criminal and victim, shooting the criminal in the head (he dies if you're accurate).

Rush the criminal and victim, shooting the criminal and causing him to flee.

Rush the criminal and victim, shooting both parties, which ends the criminal activity without benefits.

Leave the crime to occur, which still allows you to chase the subject, usually after the victim is dead, considerably lessening any benefits you receive.

Assuming the criminal isn't dead yet and has started to sprint away, you can:

Chase the criminal, catching him up so that you can leap onto him with a melee strike and neutralize him.

Chase the criminal, shooting him in the head or in the body repeatedly until he falls over dead.

Chase the criminal, utilizing (via hacking or shooting) any interactive scenery, such as junction boxes or transformers that can explode, wounding or killing the target.

Chase the criminal in a vehicle (usually a car or bike) and run him over, neutralizing him.

Once you neutralize the criminal, this activity is over, and you receive bonuses to your experience and reputation. You receive the best bonuses (listed below) when the following happens:

The victim is unharmed (you don't get this bonus if you beat or killed them).

The criminal was neutralized (you don't get as big of a bonus if you kill the criminal).

Tip

Simply close in on a criminal and victim as soon as you "see red"; give chase and end it with a melee strike for the best reward every time.

Tip

Reputation is an important factor to consider. Consult the Training section for more information on how to increase and decrease this attribute.

Note

This is the first of the side missions, "Crimes Detected," that you can complete. If you're successful, you automatically unlock a section of the Combat Skill Tree. Expend an additional Skill Point (not given) to acquire it. Then complete additional crime prevention to continue to receive rewards.

Note

Just prior to the start of the next main mission, Nicky calls you, wondering where you are. This enables Main Mission: Big Brother to begin. Jordi also chimes in, explaining the exceptional Car on Demand App and how it works.

MISSION REWARDS (PER MISSION)
Gained XP (up to) +200
Quick Switch Skill Unlocked
New Skills Available

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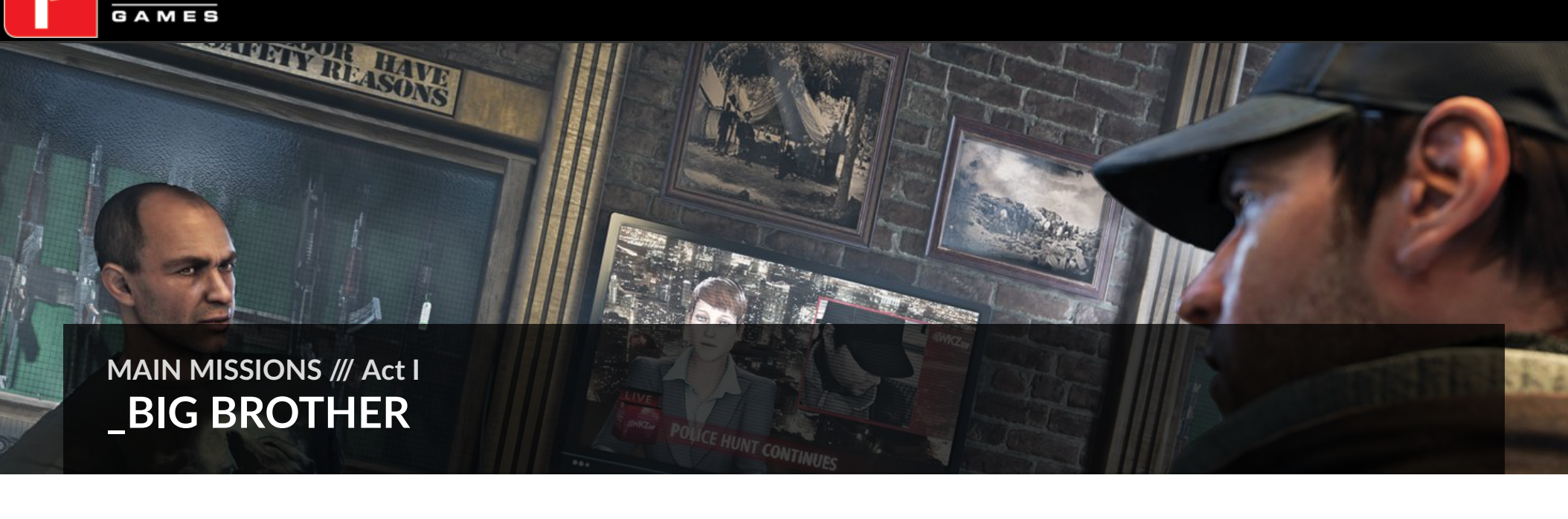

MAIN MISSIONS /// Act I

_BIG BROTHER

CHICAGO EXPLORATION / ADDITIONAL

As you leave the Owl Motel, bring up your main map. The entire city of Chicago and surrounding districts are now available to explore. The following investigations and free-form activities are now available prior to or between the missions. More become available as you progress through the acts. All are optional.

Note

Note the following additional information for some of the contracts you can undertake. You will see these symbols in the following tables:

*All additional content usually grants you extra Experience Points. Some rewards also require you to complete up to a certain point in the main missions.

**These do not appear on your Progression Tree, though some rewards are added to totals for the purposes of completion.

***There are usually more of this mission type, or collectible, compared to the number needed for the reward to be given out.

// ctOS CONTROL CENTERS

Every district (except Parker Square) has its own control center that must be infiltrated and hacked, but this occurs throughout the acts.

District	Name	When Available	Must Be Completed Before	Rewards*
Pawnee	Pawnee ctOS control center	Act xxx // xxx	Act xxx // xxx	Experience Points (XP), unlock ctOS towers
The Wards	The Wards ctOS control center	Act xxx // xxx	Act xxx // xxx	Experience Points (XP), unlock ctOS towers
Brandon Docks	Brandon Docks ctOS control center	Act xxx // xxx	Act xxx // xxx	Experience Points (XP), unlock ctOS towers
The Loop	Act I // Backstage Pass	Act I // Backstage Pass	Act I // Open Your World	Experience Points (XP), unlock ctOS towers
Mad Mile	Mad Mile ctOS control center	Act xxx // xxx	Act xxx // xxx	Experience Points (XP), unlock ctOS towers

// PROGRESSION /// SIDE MISSIONS

There are several types of freelance contract work you can undertake. These appear intermittently and usually via a smartphone call from an instigator or other contact. These are collectively known as side missions:

Name of Mission Type	Description	Rewards*
Criminal Convoys	A target in a vehicle convoy must be shaken up or removed.	Experience Points (XP), Critical Focus (perk), Destroyer (weapon), Road Rage (achievement)
Crimes Detected	A random crime is happening. Save the victim and stop the criminal.	Experience Points (XP), Quick Switch (perk), Chrome (Weapon), Enforcer (achievement)
Fixer Contracts	A vehicle needs to be driven somewhere, a target tailed, or the police occupied by your antics.	Cash ($), Zusume R (vehicle), Offensive Driver (perk), Boxberg LE (vehicle), End of Line (achievement)
Gang Hideouts	Someone within a gang compound needs strong-arming or threatening.	Skill Point (1), AK-47 (weapon), Rapid Reload (perk), Spec Ops SMG-11 (weapon), Basest Base (achievement)
Exclusive Contracts**	Specific contracts only available under certain conditions and not shown on your Progression Tree.	Experience Points (XP), Various

// PROGRESSION /// INVESTIGATIONS

A variety of additional missions, known as investigations, become available when you spot a clue or get farther into the acts. All these investigations begin by locating a particular item or object on your world map.

Name of Mission Type	Description	Number of Items to Collect	Rewards*
Briefcases	Uncover a shocking trade in humans.	11	Magnate LE (vehicle), Revoking Client Privileges (achievement)
Burner Phones	Find clues to unlock a sprawling mission regarding Maurice Vega.	8	Vespid LE (vehicle), Sanity Check (achievement)
QR Codes	17xxx	Locate clues to reveal a multistep mission to bring down a major hacker.	Gangster (weapon), Read-Only (achievement)
Missing Persons	7	Uncover a number of corpses for a specific and grotesque purpose.	Wildfire (weapon), Darkness Looms (achievement)
Weapons Trade	10	Reveal a black market of impressive weaponry.	Spec Ops Goblin (weapon), Saturday Night Special (achievement)
Hard Drives**	Find a number of hard drives, which don't appear on the map.	xxx	xxx

// PROGRESSION /// COLLECTIBLES

The districts of Chicago have a large number of locations to find. Secure tangible items, or apply specific tactics at each and check them off your to-do list:

Name of Mission Type	Description	Number of Items to Collect	Rewards*
Audio Logs	Hack to find a variety of character audio files.	101xxx***	D12 (weapon), XP Bonus (XP)
City Hotspots	Visit a number of landmarks throughout all the districts.	100	Geolocated (achievement)
ctOS Breach	Locate and hack into a local ctOS network within time constraints.	16	System Mangler (achievement)
ctOS Towers	After accessing a ctOS control center, find and activate a local tower.	13	SMG-11 (weapon), Amargosa Turbo (vehicle), Clear Signals (achievement)
Privacy Invasion	Infiltrate and hack a local network to uncover private information.	30	Vespid HMI 5.2 (vehicle), Sunrim (vehicle), Peephole (achievement)
Songsneak	Hack music in various locations to obtain more songs.	23	Disk Space Full (achievement)

// PROGRESSION /// ONLINE CONTRACTS

Racing, hacking, and other activities are accessible, but only with others on your network.

Name of Mission Type	Description	Number of Contracts to Complete***	Rewards*
Decryption Contract	Acquire and decrypt a critical file before other Fixers.	10	Firepower (loadout), Heavy Duty (loadout), Chicago Way (loadout)
Hacking Contract	Hack a rival Fixer, install a back door, and steal data before you're found.	10	OCP-11 (weapon), MP-9 mm (weapon), Hackification (achievement)
Race Contract	Win a race and show your competition who owns the city.	10	Livraga LE (vehicle), Superhighway (achievement)
Tailing Contract	Profile a rival Fixer, observe, and escape without being detected.	10	SG-90 (weapon), SO Vector .45ACP (weapon), Piggyback (achievement)

// PROGRESSION /// MINIGAMES

Pass the time by playing any of the following minigames, some of which require an altered state of consciousness. There's plenty to keep you occupied:

Name of Mission Type	Description	Number to Complete for Reward***	Rewards*
Cash Run	Play the augmented reality game, Cash Run (and create your own challenges).	3	P-9 mm (weapon), Blast Resistance (perk)
Chess	Play a variety of chess games for fun and profit.	10	Cash ($), Maximized Focus (perk)
Drinking	Take a swig of whiskey and drink your rival under the table!	6	Cash ($), Piledriver (weapon), Social Lubricant (achievement)
NVZN	Play the augmented reality game from a specific location.	1 (Level 10)	Steady Aim (perk)
Poker	Play several Texas Hold 'em Poker games for fun and profit.	1	Cash ($), Sayonara LE (vehicle)
Shell Game	Accurately pick a ball under a cup for fun and profit.	3	Cash ($), XP Bonus (XP)
Digital Trip: Alone**	Fight total ctOS domination in this underground digital trip.	N/A	None
Digital Trip: Conspiracy!**	Only you can find and stop the invaders in this digital trip.	N/A	None
Digital Trip: Madness**	A digital trip handing you the wheel of Hell's hot rod.	N/A	None
Digital Trip: Psychedelic**	This digital trip lets you bounce on giant psychedelic flora.	N/A	None
Digital Trip: Spider-Tank**	Trip your way into Blume's war machine and destroy Chicago.	N/A	None
Slot Machine**	Play this gambling game for fun and (not much) profit.	xxx	Cash ($)

// CITY LOCATIONS

There are many stores and hangouts available to you:

Name of Location	Type	Description	Usage
Bar	Business	Drink and purchase other items from a pub, bar, or tavern.	Focus improvement
Clothing Store	Business	Purchase additional outfits.	Clothing apparel
Coffee Shop	Business	Drink and purchase other items from this eatery.	Focus improvement
Gun Shop	Business	Purchase a variety of legal guns and ammunition.	Weaponry and ammo
Hideouts	Hideout	Uncover and investigate hidden safe houses.	Fast-Travel, save game, safety, reset heat, clothing change, change time of day.
L-train	L-train Station	Ride the L-train.	Fast-Travel between missions.
Pawnshops	Business	Purchase rare tech or explosive components.	Crafting
Pharmacies	Business	Purchase narcotics or batteries to aid your mental state and phone capabilities.	Crafting, Focus improvement
Restaurant	Business	Drink and purchase other items from this eatery.	Focus improvement
Tobias's Shop	Crafting	Purchase a variety of ready-to-use crafted tools.	Crafting purchases

Note

If you want to gain cash, Skill Points, or XP before continuing on your main missions (so you can face future infiltrations with more crafting projectiles, offensive Apps, or better weaponry), then wait for additional missions to appear on your map and complete them. Check the previous tables for the type of reward each mission gives you (e.g., Skill Points), and focus on those missions if you're wanting to accrue a particular attribute. This is one way of exploring the world of Watch_Dogs, but it helps to try out a variety of missions as they appear.

Before Main Mission: Big Brother begins, consider unlocking both of Parker Square's ctOS towers, trying a Fixer contract, and checking out some businesses and minigames; then begin your investigations in this district.

OBJECTIVES

- Join the party in the backyard
- Explore Nicky's Home
- Listen in on Nicky's phone call
- Take down the suspect (driving)
- Take down the suspect (on foot)
- Hack the caller's phone for answers
- (Optional) Kill all Fixers or escape

2.1 ALWAYS THE BIG BROTHER, HUH?

Location / Parker Square // Owl Motel

Location / Parker Square // High Grove Gates

Location / Parker Square // Nicky's House

It's a short drive north through Parker Square to reach High Grove, a gated community where Nicky and Jackson live. Along the way, attempt to keep your vehicle from striking pedestrians or otherwise mangling the public. To begin this or any other mission, be sure the police are not chasing you.

Note

After this mission, the gate you're standing in front of (and many others) can be hacked if you spent the Skill Points. If you need more information on acquiring and choosing Skill Points, consult the section on unlocking skills in the Training section.

Join the party in the backyard

Investigation

Difficulty:

Once the gate opens, simply jog down the street to reach the quaint Victorian with the clusters of balloons and sign instructing you to the side of the property. Push the iron gate open and meet up with your sister Nicky and nephew Jackson. The meeting is emotional.

Explore Nicky's Home

Investigation

Difficulty:

Inspect the garden if you want, then head into the house. Optionally investigate each of the rooms (take the Meds in the bathroom), accessing any cameras you wish. Jackson's room is at the front of the house, near the living room where he's playing on his tablet while Nicky takes a call.

Tip

Did you try the Fun hack in Jackson's bedroom? Judging from what he's playing on his tablet, Jacks looks to be a real fan of Child of Light!

Listen in on Nicky's phone call

Investigation

Difficulty:

When Nicky's conversation begins to get a little heated, quickly hack her phone. A man is threatening her, a crank caller intent on riling everyone up. This is successful, as you argue with Nicky about her safety. But the discussion is far deeper than that. Fixing Nicky's problems isn't your strong suit. You leave the premises.

2.2 DAMN IT. HE'S ON THE MOVE

Location / Parker Square // Nicky's House

Location / The Loop // Traffic Tunnel

As you exit Nicky's house, you triangulate the mysterious caller's cell phone and spot him in a vehicle on a nearby street. He attempts to flee in his vehicle. Give chase immediately.

Take down the suspect (driving)

Vehicle Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Any point where you take the crank caller down (usually close to the traffic tunnels of central Chicago).

Dangers: Frank Janson, suspect in the threatening phone call.

General Preplanning

Vehicle Choice: There are several vehicles parked in the street outside Nicky's. Enter the one parked closest to it; this is usually a Kirscher. It has great cornering and reasonable speed.

Competency behind the Wheel: Remember the variety of techniques for avoiding pedestrian casualties and for oversteering, crashing, or other issues that delay you. Consult the Training section for more information.

Prediction: This is likely to be your first car chase, so keep an eye on the road ahead, picking your lanes cunningly and squeezing through gaps between vehicles or over sidewalks to cut corners. Watch where your target turns, and prepare to turn, too, before you get there, rather than overshooting your mark.

Street Smarts: You may not have increased your Skill Points yet, so you can't delay your foe by raising bridges or bollards, exploding steam pipes, or using the city's wired network to help you. You can drive down parallel streets or take shortcuts, but don't drift too far away or you'll lose your target.

Are You Experienced: If you ignored this mission and completed a few side projects, and you've unlocked some skills that allow you to raise bridges or hack traffic lights, feel free to try them out after reading the general strategies about such attempts.

Driving // Defensive: Keep on Tracking

Difficulty:

Enter the vehicle, speeding out of High Grove. Head left, following your target down the long main street toward the freeway leading to The Loop. Try to keep from ramming vehicles or sending pedestrians flying over your hood.

Your target continues along the freeway, then takes the first left after the bridge. You're both heading north, with your foe following the road and the river around to the east. Then he takes another sharp left (north) toward Mad Mile.

Now he gets a little crazy, dropping off the right side of the street after the bridge. He makes a sharp U-turn to the right, under the L-train. Follow him, using your e-brake if you need to, and watch those pedestrians!

He takes an immediate left, then an immediate right, heading south toward The Loop. This leads to a long left turn into the traffic tunnels.

The vehicular part of your chase comes to an abrupt end when Frank Janson ditches his ride inside the tunnel. Your objective updates; it is the same, but now it becomes a foot chase.

Driving // Offensive: Keep on Attacking

Difficulty:

The difficulty of this, especially if this is your first mission involving a car chase, cannot be overestimated: If you crash once or twice during the pursuit, expect not to catch up to Frank until he ditches his ride. However, if you do manage to reach his vehicle before he abandons it, you have several options:

Ram straight into the back of the car.

Attempt a PIT maneuver by striking the rear corner of the car, sending it fishtailing.

Sideswipe the vehicle so it veers off and crashes against the side of the road.

Try to push the car into a narrow road or alley, where it can't drive around you.

Continue to ram the car until it starts to billow black smoke, and the target exits.

If your vehicle becomes inoperable, quickly locate a new one and resume the chase.

At any point you can block the vehicle or slow it down enough for you to exit and begin raking the vehicle with gunfire (particularly the tires and windshield). Incapacitate this vehicle by striking it and pushing it into a scenic obstacle, such as a metal road divider on a bridge or into a metal column that can't be knocked over. If you've blocked Frank in his car, you can try:

Shooting out his tires.

Shooting him in the head as he drives (this is incredibly difficult).

Driving // Smart: Keep on Hacking

Difficulty:

This technique allows for a swift end to this mission, but only if you've purchased the perks (via Skill Point accumulation) that allow your phone to hack into the scenery of Chicago. If there are hacking opportunities visible to you during the car chase, use them. You can:

Hack traffic lights to cause congestion (this can be done at the very first intersection before the freeway, ending this chase almost immediately!).

Hack junction boxes and other utilities so they blow, striking the vehicle.

Hack bollards and blockers so they rise, stopping the vehicle.

Hack bridges so they rise, slowing Frank's vehicle.

Then ram or block Frank's car and destroy it or get out and slay him.

Note

Other hacking skills, such as Steam Pipes and Spikes, aren't accessible until later in the main missions.

If the chase continues into the traffic tunnels, prepare to end Frank's plans with your target on foot:

2.3 HARASSING FRANK JANSON

Location / The Loop // Traffic Tunnel

Take down the suspect (on foot)

Foot Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

General Preplanning

If you haven't completed your takedown of Frank Janson yet, once you reach the traffic tunnels beneath Chicago, he abandons his vehicle, meaning you'll pursue him on foot. Frank can keep sprinting for a good long while, and he periodically brandishes his pistol; this act of violence means he's fair game to take out dead or alive. Try one of the following plans:

Tip

Reputation: Do you want to increase or decrease your Reputation? With the former, you must wait until Frank abandons his car and then tackle him to the ground. With the latter, you can destroy him either while he's driving or during the foot chase. Remember the way you act and are perceived by the general public is key to your Reputation!

Aggressive // Chase: The Direct Pursuit

Difficulty:

When Janson takes off like a frightened rabbit, immediately hold down your **Sprint** trigger and follow him across the road. Rush diagonally left, to the unloading walkway area of mesh fencing and parked vehicles. Close the distance whenever possible. Janson turns and shoots at a Regulator, which explodes and can harm you a little. Keep after him, undeterred, then hit your **Vault** button and leap onto him, tackling him and beating him down with your baton. Your objective updates.

Tip

This tactic rewards you with the best Reputation.

Passive // Chase: The Indirect Pursuit

Difficulty:

When Janson takes off like a startled gazelle, he sprints down the left side of the tunnels. You can jog along the road, avoiding traffic but keeping him in your sights. However, you soon have to cut in and give a proper chase, as you can't get ahead of him.

Caution

Watch out! Anyof the canisters Janson shoots can seriously wound you, and a culmination of blasts can kill you! For this reason, it's usually advisable to avoid following directly behind Janson during the tunnel alley chase.

Tip

The following tactics reduce your Reputation:

Aggressive // Violence: Time to Execute

Difficulty:

If you don't care about your Reputation, a world of additional violent tactics can be attempted and learned for future takedowns:

If you're a crack shot, you can blast the canister ahead of Janson, as well as the regulators or other explosive debris.

Or lob a Proximity IED ahead of him (very difficult) so it explodes as he passes it.

Or shoot Frank in the head from a distance. That stops him fleeing in exceedingly short order.

Hack the caller's phone for answers

Investigation

Difficulty:

Once Janson falls to your tackle and baton beat-down, stand up, grab any cash and his weapon, and hack his phone. Apparently someone hired Frank to harass Nicky. A quick call from BadBoy17 allows you to upload and ask the hacker to run a trace on it. BadBoy17 reckons it came from inside The Loop district, and you agree that hacking into the ctOS control center being built in this district could further pinpoint the instigator of this threat on your sister. The mission now concludes.

MISSION REWARDS (PER MISSION)

Reputation Gain or Loss

Gained XP +250

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SAFETY REASONS
POLICE HUNT CONTINUES

MAIN MISSIONS /// Act I

_INTERLUDE: FORESIGHT

OBJECTIVES

Purchase the 416 assault rifle

2.4 DISRUPTION IN THE ETHER

Location / The Loop // DB&R Weaponsmiths

Purchase the 416 assault rifle

Investigation

Difficulty:

As you leave the body of Frank Janson, Badboy17 tells you that the partly-constructed ctOS Control Center in The Loop was recently attacked by DedSec, a shadowy hacker group. Since then, additional guards have been posted to the facility, necessitating a visit to the nearest Gun Shop; you may need more than sharp wits and a blunt baton for the infiltration to come! Head to the southwest part of The Loop, and park up near the Gun Shop.

Unfortunately, the cannon isn't for sale; but you're here for something a little more modern. Step into the store, and talk to the vendor. Bring up the menu of weapons for sale, and choose the 416 from the Assault Rifles. Optionally purchase "Assault" ammunition too. You'll need a minimum of $1,200 for this transaction. If you don't have this, hack some citizens' Bank Accounts and make an ATM withdrawl.

Check the weapon wheel as you depart, but don't go waving your new gun around in the store, as the vendor may think you're wanting to rob the place. Similarly, an assault rifle on the city streets results in a witness call, and the arrival of the Police. Instead, head to the ctOS Control Center when you're ready.

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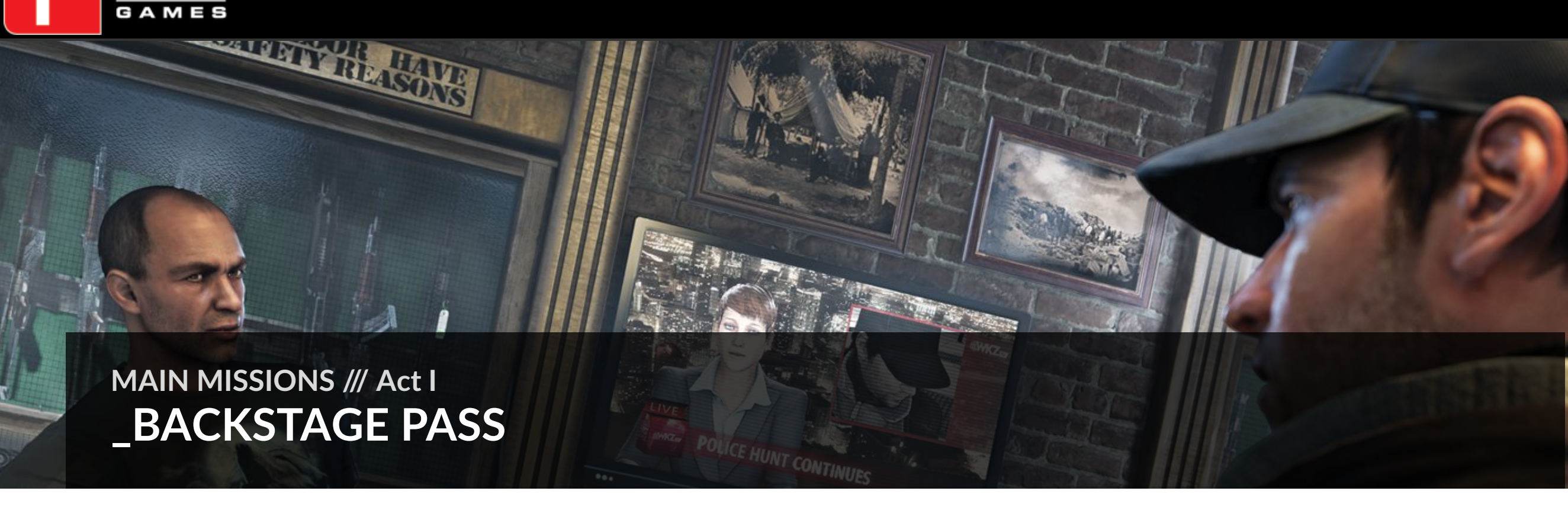

MAIN MISSIONS /// Act I

_BACKSTAGE PASS

OBJECTIVES

- Locate guard with the access code
- Hack the guard for the access code
- Use access code to reach the servers
- Leave the area

LOCATIONS // MAP

Location / The Loop // ctOS Control Center

3.1 TAKING CONTROL

Location / The Loop // ctOS Control Center

Drive into The Loop and park at one of the insertion points outside the ctOS building that's currently under construction. Your mission commences when you reach the waypoint indicated on your main map. Your objective updates, as does your conversation with Jordi. He updates you on Maurice, so you can question the murderer sometime soon.

Locate guard with the access code

Data Hack

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

Tip

This your first attempt at infiltrating a building structure with cameras, guards, and hackable access points to aid you. Though some techniques may not be available yet, it is advisable to read the "Hacking" section for more information.

Note

If you want, you can complete side missions and investigations before starting this mission. The extra Skill Points you may receive allow you to buy the lure and frag grenade projectiles. All other craftable weaponry isn't available until you finish Main Mission 5: Open Your World.

Overview

Completion Point: The ctOS guard with an access code, standing inside the partially constructed building.

Dangers: Ten ctOS guards (Gunmen x9, Shot-Caller x1), with pistols and machine guns.

Reinforcements: ctOS SUV with one or two guards (Gunmen x2).

Insertion Points

Western Entrance Gate and Door (Facing East)

Accessibility Level:

From the street, there's a gate (which you can hack to open) with a guard and a vehicle behind him. To your right is a mesh door that's locked. The lock is next to it, so it's easily hacked, and there's a second lock on the inside wall near the door, if you're approaching from another location or need to leave in a hurry. There's a second mesh door in the fencing around the corner to the left, which is another way to easily enter (unlock at either side, using cameras or your smartphone).

North Bridge Entrance (Facing South)

Accessibility Level:

The construction ramp up to the mesh fence is a great location for checking out the area, as you can climb on some pallets to gain extra height. This allows you to easily access the cameras, the upper bridge, and either courtyard area (which you can access via the ladder, the pallet on the forklift, or the pallets on a third forklift, below the suspended crane container). You can climb up to this area from the eastern gate, too. This is a fine place to begin an infiltration.

Eastern Entrance Gate (Facing West)

Accessibility Level:

Open the gates, but watch for the guard standing near his vehicle on the other side. This provides a method of entry, but a better bet is to run around the back of the portable cabin and up the breeze blocks to the North Bridge Entrance. Scramble up the bridge. You gain height over your opponents.

Southern Windows

Accessibility Level:

Inspect the location from this side of the street; this is the only entry point. Unfortunately, there's a guard looking out the window at you, and shooting him (and breaking the glass) can alert everyone. However, there are more cunning ways to make this infiltration point work for you: hack into the guard's camera or move a vehicle to this window to stand atop it so you can shoot the window (using a Spec-Ops weapon to minimize noise) and enter the structure.

Progression Plans

You may now try one, parts of, or any combination of the following methods of navigating this area. Or, you can try any other route you feel is worth taking, as you can climb almost anything in the courtyard.

General Preplanning

Presupposition: The following assumes you've already learned the elements referenced in all earlier missions, so information isn't repeated often.

Camera Marking: You should access all the security cameras, marking all nine guards, and inspect the interior of the building remotely.

Guard Routes: Study the position of all eight guards. Some are stationary. Others patrol a small area. Time your movements so a nearby guard is facing the other way.

Be Smart: Your smartphone also shows areas of interaction. Use them, as described below, if the situation calls for it.

Reinforcements: One of the ctOS guards is known as a "Shot-Caller," as he's able to phone for reinforcements. Check the map to see his location. Be mindful of where he is if you don't want further fighting (though at this point, the reinforcements he calls are minimal, and usually after you dispatch two or three foes).

Tip

If you're capable, you may actually want the enemy to call in further reinforcements, so you can dispatch them and gain more experience points (XP).

Passive // Smart: The Camera Never Lies

Difficulty:

Access any of the cameras inside the perimeter of this construction site. Then move from camera to camera until you're inside the half-constructed building. Mark all nine guards as you continue your viewing. Now stop when you're looking out of the camera shown in the screenshot.

You can also access this camera from the windows along the south perimeter wall; hack the camera that appears inside the structure, just left of the standing guard behind the window. Stand under the window near the rubble to find it.

You can also take a large truck (such as a fire engine), park it along the compound's southern windows, stand atop the roof, peer through the windows, and locate the guard to hack; this is a super simple way to complete this objective!

You can also find the camera close to the east gate, pan it into the building to locate the guard staring out of the south windows, and attract him to the phone to his left. When he moves, hack his camera and pan it right to spot the guard with the access code and hack him. Then pan left, to the intrusion point!

Pan down and check out the laptop on the table; it is pointing directly at the guard with the access code! Simply hack it from here (your next objective), and you retrieve the data and complete both objectives without setting foot inside the premises. However, you may wish to infiltrate to reach the server point, so plan an assault at this time (ignoring half of the enemies if you wish), though it is possible to continue using cameras and stay out of the compound entirely!

Passive: Don't Kill Any Guys

Difficulty:

You can reach the guard with the access code without harming anyone, but it's tricky and involves using cover constantly and waiting for guards to look away from you. Head across the yard to the southwest corner, to the lower interior entrance. Jump atop the blue lift (but don't use it), and climb up to avoid the guard at the bottom of the stairs.

Creep around the drywall to the right, watching for the patrolling guard near the junction box. Head straight to the corner of the building, then turn left so you're just behind the head guard with the access codes. Hack him without laying a finger on anyone! You can continue this stealth approach to the next objective—the server—but it's even more tricky!

Note

This is simply one route to take; depending on the insertion point you move from, there are countless other variations to try, all with the knowledge that you'll need to switch to a more violent plan if you're spotted.

Aggressive // Stealth: Melee Strikes to the Thighs

Difficulty:

Melee strikes remove the guard threats, and they have the added bonus of not alerting any other guards (unless they see you in the act or the corpse you leave behind). The route you take is important. Here are two sample routes to try:

Start in the exterior yard: Tackle the guard at each gate and the one under the bridge. Then enter the stairs at ground level (southeast), bringing down the guards at the bottom and top of the steps. Watch for the guard patrolling the central area during your takedowns. Sneak behind the pallets near the wall of windows and grab the head guard with the access card. You still have three guards left to remove during the next objective.

Start in the yard below: Tackle the guard at each gate, then the guard under the bridge. Climb up and cross the bridge, melee-striking the guard near the forklift. Enter the upper building and watch for two or three guards who can see each other. Take your time with your strikes; start with the guard in the middle, then the one near the window to your left, and finally the head guard in the area with the laptop. You still have two guards left to remove or ignore during the next objective.

Aggressive // Smart: A Container Drops from the Skies

Difficulty:

The crane holding the heavy cargo container above the bridge is a prime opportunity for dispatching the two guards standing by the pallets near the forklift. Ignore the forklift, as moving that simply alerts the guard and he moves out of the container impact radius. Instead, hack the crane, dropping the container on the guards' heads. This has the added bonus of sometimes not alerting the other guards, and the container offers additional cover.

After you nullify all threats, you should also scour the entire location for components; expect three or four randomly placed items, including a system key, chemicals, and ammo.

Aggressive // Smart: Other Disruptions Are Wise

Difficulty:

As you profile and infiltrate, you should notice around half of the guards on the premises have a shortfall you can take advantage of. These are randomly assigned, so you can't used them every time in the same location. But you can:

Distract(one battery segment): Hack the cell phone with an abusive text message (generated randomly), which causes the guard to peer into his phone, oblivious to your movements in any direction around him for about five seconds. Use this to sneak past or perform a melee takedown without needing to be behind a foe.

Explode(two battery segments): Hack the grenade the guard was carrying, which throws him into a panic for between five and ten seconds. Sometimes he blows up. Sometimes he finds the grenade and throws it away but is caught in the blast. And sometimes he throws the grenade away and remains unharmed. However, during this time, you have ample opportunities to bring the foe down with ranged weapons, or sneak past the hullabaloo, as other guards are attracted and go from a passive to a guarded stance and start searching you out.

Caution

These hacks can cause a multitude of knock-on effects—for example, nearby explosive canisters can blow, guards can be attracted to a particular area, and so on. If you're after a more random, sometimes violent, and much less measured way to finish this mission, try this aggressive hacking.

Aggressive // Violence: A Bullet Between the Eyes

Difficulty:

Generally, it's great to try stealth melee takedowns until you're discovered, and then switch to your firearm. If you've been busy between missions finding or purchasing new weapons, crafting lures and grenades, and gathering an impressive arsenal, you may want to attempt more devastating options. For now, try any of the routes detailed previously, but bring out a weapon and aim for the head. Marking foes using cameras helps a great deal. Try some or all of the following brutal takedowns:

Some weapons (like the sniper rifle) pass through pallets, allowing you to drop foes who are behind some types cover (wood and glass, usually).

Use cover, rather than running about like a maniac: Pop out, pop a cap, and pop back into cover.

Don't worry if you haven't gathered weapons; your pistol is a great firearm to use (with careful aiming).

Height is advantageous, so begin on the bridge, at the north bridge entrance. Hit the guard below and left by the gate, then the one on the right before he reacts to the noise. All your foes are now in front of you, usually running at you. Easy pickings if you aim at their heads from cover; you don't need to find any inside the building afterward.

When two or three foes are milling about, drop the container from the crane onto them for an impressive kill.

Lob grenades into the upper floor where the majority of the guards are. Messy.

Aim at the gas canisters sitting atop some of the pallets. These can send foes flying.

Tip

Gather cash, P-9mms, OCP-11s, and SMG-11s from the corpses.

Aggressive // Violence: Lunacy to Bring ctOS Down to Size

Difficulty:

Of course, you can try a more maverick approach. Here are a few ideas to try out:

Drive a fire engine or other large truck to outside the east gate. Leap atop it, and run across its roof, onto the building lip, and enter the grounds without opening the gate.

Another great plan is to reverse a dump truck or other large vehicle against the south windows, climb atop the truck's roof, shoot the guard through the window, and leap into the building; you're close to the access code and intrusion area, though you can be trapped in the ensuing firefight.

The parked ctOS vans are great to hop into and use as moving cover or to ram into the foes in the yard.

Visit the Adams/Wabash station, climb atop the brown steel tower, and aim your sniper rifle (or other gun) at the foes milling about in the yard and bridge. Not subtle, but it works!

3.2 CODE MAKER

Location / The Loop // ctOS Control Center

Hack the guard for the access code

Data Hack

Infiltration

Difficulty:

After the stealth and/or mayhem of the previous approach, this objective is delightfully simple. Find the head guard (his starting position is across from the table with the laptop in the south-central part of the upper interior level), and hack him. He can be dead or alive for this to happen.

3.3 CODE BREAKER

Location / The Loop // ctOS Control Center

Use access code to reach the servers
Leave the area

Data Hack

Infiltration

Difficulty:

The access point to the server is in the southeast corner of the upper interior level. Depending on your previous actions, there may be two guards here, one guard staring out of the window to the right, or sprawling corpses in this area. If the guard with the camera hasn't seen you but is causing you problems, you can always move him toward a cell phone you "Attract" hack, to his left. Sneak or sprint to the server intrusion point and begin the hack at the first hotspot.

Note

Need more advice on hacking hotspots? Consult the Training section for more information.

Solution: Hotspot 1

Solution: Hotspot 2

Solution: Hotspot 3

You soon reach The Loop control room, where you hack the server and reveal this part of the city. Badboy17 warns you of Fixers online in the network. As soon as the server hack is completed, the mission concludes, and you're contacted with your next mission.

Note

It seems DedSec has been in here; there are three Video Logs you can view in the server room, before speaking with Badboy17.

Tip

Need a quick escape? Blast through the glass windows to the right of the access point, if they aren't destroyed already. Otherwise, retrace your steps.

MISSION REWARDS (PER MISSION)

Gained XP +500
District Access Unlocked (The Loop)
INVESTIGATION: MISSING PERSONS (BEGINS)
ctos Control center: Pawnee (Accessible)
ctos Control center: The Wards (Accessible)
ctos Control center: Brandon Docks (Accessible)
ctos Control center: Mad Mile (Accessible)

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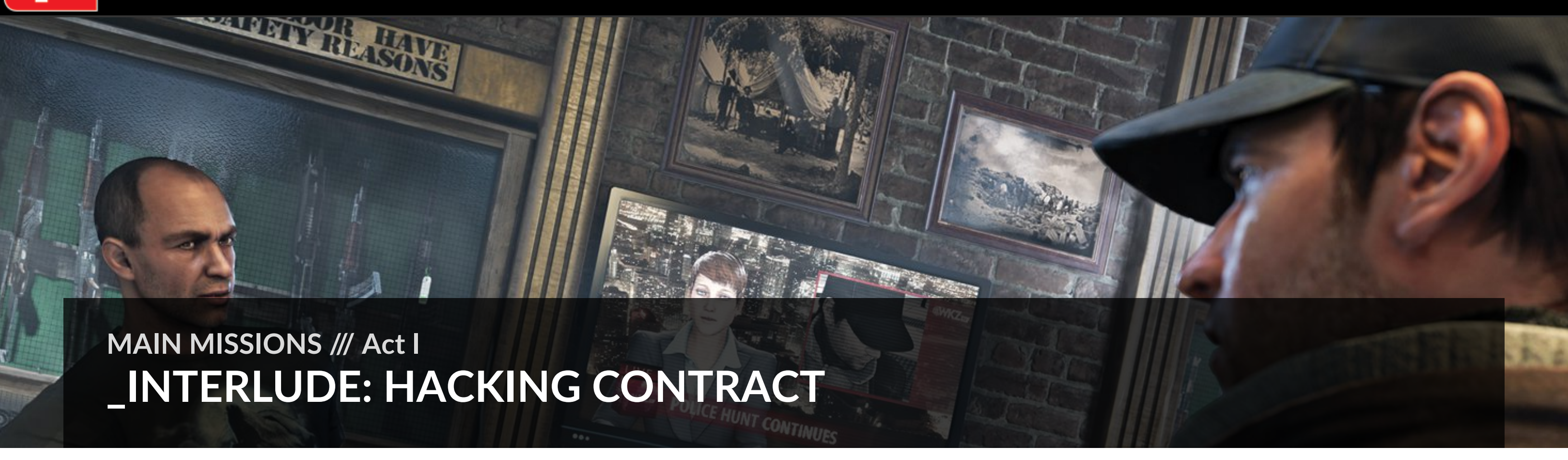

MAIN MISSIONS /// Act I

_INTERLUDE: HACKING CONTRACT

OBJECTIVES

- Find 2XTheTap
- Kill 2XTheTap before he evades
- Access the online contracts

4.1 DISRUPTION IN THE ETHER

Location / The Loop // One Block West of WKZ-TV Center

Location / The Loop // One Block East of Palin Correctional Facility

Find 2XTheTap

Investigation

Difficulty:

While Jordi keeps Maurice busy, he's hoping you might complete a contract on his behalf; he's looking for a driver to help one of his cohorts out of a sticky situation. Agree, and rendezvous at the small parking lot near the newsstand, one block west of the WKZ-TV Center in The Loop. However, when you attempt to start this mission, you notice something strange: The mission is locked!

You're being invaded! A nefarious Fixer known as 2XTheTap is currently hacking into your smartphone with the intention of stealing your valuable data and exposing you to your enemies! Obviously, you can't allow this to happen, so bring up your map and locate the circular area bathed in purple light; the Fixer is somewhere in this vicinity. Set off on foot or bike along the cobblestone street, heading east, under the elevated L-Train tracks; this is the most direct route.

When you reach the hacking area, the infiltration of your data begins in earnest. The Fixer could be above or below you, hiding on a rooftop or in a vehicle or blending into the crowd. Immediately bring out your phone and start to profile. Normal citizens appear in blue and are usually standing, sitting, or walking.

Note

The Jam Coms crafting app (available on your Weapon Wheel) pauses a hack for a short time (20 - 30 seconds), but it's unlikely you have this yet. Therefore, concentrate on the visual hack with profiling for augmentation.

Caution

As the hacking progresses, the area in which you need to search contracts into a smaller and smaller circle (at 25%, 50%, and 75% of your data hacked). Move into the circle at each time. Failure to stop this hack fails the mission.

The hacker you're looking for varies in ethnicity and clothing each time you play this mission. However, there are some telltale signs to look for: Look for someone moving in a way contrary to the general public, such as standing with a phone, looking out of place, or crouching behind cover. If this was a real (human) adversary, they could be in a vehicle or above you in the garage. But 2XTheTap is usually in the raised brick plaza area, and your target updates to a "kill" status when he's spotted. He immediately sets off running.

Tip

At this point, the chase is on! It begins on foot but soon moves to a vehicle if you don't drop 2XTheTap with a weapon. Otherwise, this is extremely similar to the ending of a Crimes Detected mission (like the one you completed back near the Owl Motel before Main Mission: Big Brother).

4.2 REPARATION FOR THIS INVASION

Kill 2XTheTap before he evades

Access the online contracts

Investigation

Difficulty:

The Fixer is off and running, and if you allow him to get away, he finds a vehicle (always the one parked on the street corner, southeast of the plaza) and speeds off. You receive a warning sign when he's about to evade you. If he speeds about three blocks farther from you, he disappears and you receive a "partial success" credit for this mission and an addition to your Notoriety. But a complete success is called for here!

Run toward the fleeing 2XTheTap. At this point, you have a few options when intervening:

Chase 2XTheTap, catching him up so that you can leap onto him with a melee strike and neutralize him.

Chase 2XTheTap, shooting him in the head or in the body repeatedly until he falls over dead.

Chase 2XTheTap, utilizing (via hacking or shooting) any interactive scenery, such as junction boxes or transformers that can explode, wounding or killing the target.

Chase 2XTheTap until he locates a vehicle and speeds off in it. In order not to fail this mission, you need to acquire your own vehicle and give chase. Bring the chase to a halt using one of the many tried-and-true tactics detailed in this guide, such as slamming into the enemy vehicle until it spins out of control or using hacks to cause a crash.

Chase 2XTheTap in a vehicle (usually a car or bike) and run him over, neutralizing him.

Once you've neutralized 2XTheTap, this activity is over, and you receive bonuses to your experience, Reputation (lowered for a violent kill, raised for a melee takedown), and Notoriety.

Once this interlude is over, your Notoriety usually increases. This determines how recognizable you are in the Fixer community (online players). Increase your Notoriety by completing online contracts. Check the Statistics App to see the special perks you can unlock with an increased Notoriety. You can also use the Leaderboard App to check your ranking against others worldwide.

For the moment, though, access your Online Contracts App, which brings up the Grid view of your world map. From here, you can access any of the online contracts. If you aren't online, Aiden recognizes this, and you fail to start an online contract. You can start or ignore online contracts at your discretion; once this interlude is over, Main Mission: Backseat Driver becomes available.

MISSION REWARDS

Failure: NO NOTORIETY GAIN

Partial Success: SMALL NOTORIETY GAIN

Success: LARGE NOTORIETY GAIN

Access to Online Contracts

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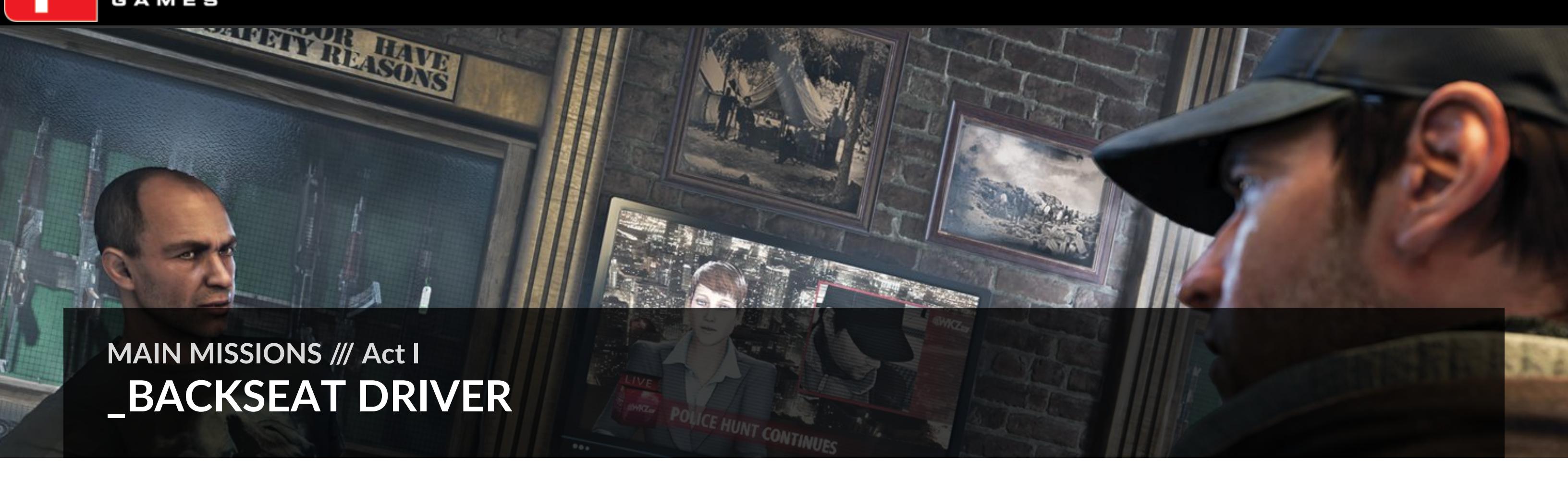

MAIN MISSIONS /// Act I

_BACKSEAT DRIVER

OBJECTIVES

- Reach the west island
- Escape the police (optional)
- Reach the fugitive undetected
- Escape the lockdown area undetected
- Escape the police (optional)
- Deliver the car to the drop-off point undetected

4.2 INFILTRATING THE ISLAND

Location / The Loop // One Block West of WKZ-TV Center

Location / The Loop // Rail Depot on the Island

Rendezvous back at the small parking lot near the newsstand, one block west of the WKZ-TV Center in The Loop. Jordi should already have told you, in no uncertain terms, that a Fixer he knows is fleeing from the cops and needs a driver. His location is uploaded to your main map. Tag it as a target so your route GPS is visible.

Any motorbike is your preferred ride during this infiltration. If that's not your style, select a Nakahawa Motors' Zusume R: There may be one in the parking lot. Although any other vehicle is also fine to use, an identical Zusume R is your escape car during the second part of this mission.

- Reach the west island for the driving contract
- Escape the police (optional)
- Reach the fugitive undetected

Driving Infiltration

Difficulty:

Overview

Completion Point: A garage along a side alley overlooking the train yard, on the island.

Dangers: Chicago PD helicopters, barricades, spike strips, prowlers, squad cars, and patrol officers

Progression Plans

Choose a vehicle and make your way to the "island"—a colloquialism for the area of land on the western side of The Loop. To reach the alley overlooking the train yard, you need to cross one of the bridges and avoid being spotted by the police scans.

General Preplanning

Presupposition: The following assumes you've already learned the elements referenced in all earlier missions, so information isn't repeated too often.

Vehicle Stealth: You currently haven't been spotted, so remain hidden from the police scans as you attempt to reach your target. Check the Training section for more information.

The police felonies have three distinct phases:

Scan (Yellow Heat Meter): The police attempt to locate you using the ctOS scan, one or more yellow circles that gradually fill in. Move away from this scan zone whenever possible. Use the increasing number as additional information; if this reaches 100%, phase two begins and you're located.

Chase (Red Heat Meter): If you are located within a scan, the second phase is triggered; lose the police by breaking their line of sight and using the tactics presented in this chapter.

Search (White Heat Meter): If you avoid the police and they lose your location, they begin a search—a large circular search area just like the one you fled from during the very first main mission. Exit this circle or hide until the timer at the screen's bottom right runs out.

Driving // Defensive: The Right Route to Take

Difficulty:

You're heading west to reach your first destination, and this is one of the few occasions where your GPS marks the easiest and most direct route to take. Simply follow the road west and cross the bridge. Your objective marker then moves to the garage. Make a right, heading north, into the police zone. Simply keep heading north, and at speed, to avoid being caught in the police's ctOS scan zone.

When you enter this restricted area, you really need to watch your position and the location of the scans on your minimap. Assuming you don't need to veer off to avoid a scan, head to the right onto the cobblestone side street with the L-train tracks above you. Then make a right down either alley before you pass the garage and head to your objective.

Driving // Defensive: The Long Loop to Take

Difficulty:

It is best to approach the alleyway from the south, heading north. But if you need to escape the police before you reach your target, or avoiding the law means you needed to use the bridge to the north or the northern loop on the island, this is also a practical alternative; it just takes longer. Enter the alley from the north, heading south.

Driving // Defensive: The Wrong Side of the Tracks

Difficulty:

You don't need to be in your vehicle to reach your target. So, you can ditch your ride, especially if you take the side alleyways near the water's edge, heading north with the bridges to your right. There's a bar with open tables just south of the target; crash through here, dropping into the rail yard, and ditch your vehicle. Run up to the alley using the steps at either end. The bike is excellent for finding narrow alley routes to your destination.

Tip

Exploring this rail yard now, or after this mission concludes, is thoroughly recommended, as you infiltrate this area in a future mission, and it's helpful to see the lay of the land.

4.3 MY RULES. YOUR CAR. THAT'S THE JOB

Location / The Loop // Unloading Depot on the Island

- Escape the lockdown area undetected
- Escape the police (optional)

Driving Infiltration

Vehicle Chase

Difficulty:

Overview

Completion Point: An alley one block north of the Willis Tower, in The Loop.

Dangers: Chicago PD helicopters, barricades, spike strips, prowlers, squad cars, and patrol officers

Open the garage with your smartphone, and you meet the particularly antsy criminal, who needs to be driven out of the roving eye of the police using the beat-up Zusume-R that's in this lockup. There are two ways out of this predicament:

Caution

Warning! You are at a three-out-of-five Heat rating in the Search phase, with the cops almost onto you! Try to keep this meter from turning red for as long as possible!

Caution

Warning! You must keep this vehicle in running condition (don't wreck it!), and leaving the car results in a timer countdown, severely impeding any gun battles you might wish to attempt with the cops. This leaves driving as your only escape option.

Driving // Offensive: My Way

Difficulty:

Remember how careful you were to reach this garage? Well, ignore all that slow-driving nonsense, and let's throw caution to the wind! Head left (north) from the garage, knowing the police will spot you. Make a sharp e-brake left, moving in the opposite direction to the raised bridge with the roadblock. Spin the car around about a short block later (just before the road curves left), avoiding a patrol car if necessary; you need about a block and a half's run-up for this crazy maneuver! Now floor it! You're heading east, staying on the left sidewalk, avoiding the metal L-Train strut, ignoring any warning as the waiting police officer turns to spot you. Drive up and launch over the bridge using the sidewalks. Keep to the edge to avoid ramming the L-train support pillars on the other side and getting caught. Don't go too slow, or you're spotted before you leap the river. Don't go too fast, or you'll strike the side of the L-Train support structure and be spotted by the cops on the other side.

Caution

This maneuver is hellishly difficult to complete, but it is possible to pull off! Don't slow down, line up the jump perfectly, and keep your fingers crossed that you're not seen!

This technically places you on the other side of the "island," but the police are furious with this brazen act. Assuming you didn't lose control during the bridge jump and land in the river, head left (northeast) along the main road with the river on your left. There are some excellent alleys to your right to weave through as you attempt to lose your pursuers.

Tip

Stealth driving is helpful in a pinch, when the cops (or other factions) are searching for you. Remain unseen by hiding in your car, stopping it, and pressing the Hide button (an excellent plan in this particular mission, as long as you stay in alleys where the Police don't venture as often). Notice the small search area around your vehicle on your mini-map. As long as the police don't enter here, you're safe.

Driving // Defensive: The Highway

Difficulty:

Remember how careful you were to reach this garage? Well, continue this conservative driving style. Head right (south) out of the garage, immediately head right (west) again, and slow to avoid patrol cars. The police are likely to be on all the main streets, so head west under the L-train tracks, across the road, and swerve left (south) into an alley.

There are roadblocks on all bridges (except the southernmost one, which is close to where you need to head) and the main roads. There are two or three patrol cars, so slow down, edge out onto the next street, and improve your chances of remaining hidden and following under the L-train west. Skid left (south) into a parking lot behind the buildings, with the riverbank to your right. Weave through the parked cars, passing loading docks, trucks, and numerous parked vehicles.

Continue along the loading area until you reach the edge of the freeway, optionally cutting in left (east) and opening a gate or ramming a fence and slowly emerging from the grass and trees between the last building and the freeway entrance. From here, you can escape the island by driving across the southernmost bridge (without the roadblock), or head east on the freeway until you can exit into the southern part of The Loop.

Note

There's a variety of side streets and alleys you can use when weaving through the island on your way to the southern bridge. But the previous plan involves fewer risky moves across roads where cops can spot you.

4.4 QUIET NOW. IT'S ALL OVER, SON

Location / The Loop

Location / The Loop // One Block North of Willis Tower

- Deliver the fugitive and avoid all detection

Driving Infiltration

Difficulty:

You've shaken off your police pursuers and you're on the main part of The Loop. When the final objective marker appears on your map (the alley just north of the Willis Tower), target it with your GPS and attempt the same defensive driving approach as you did earlier in this mission. Be sure you aren't being tailed, slow down, and use all the tactics previously listed if you need to escape the police again. Slowly enter the alley.

Your passenger and "Lucky" Quinn have a quick conversation, after which the reputed mob boss limps over to your car and mentions he'll call your employer again if he needs another delivery made. You reverse out of the alley, and the mission concludes with a rather curt conversation with Jordi. Still, you should have more Fixer contracts to perform now!

MISSION REWARDS

Cash: $3,000

Gained XP +250

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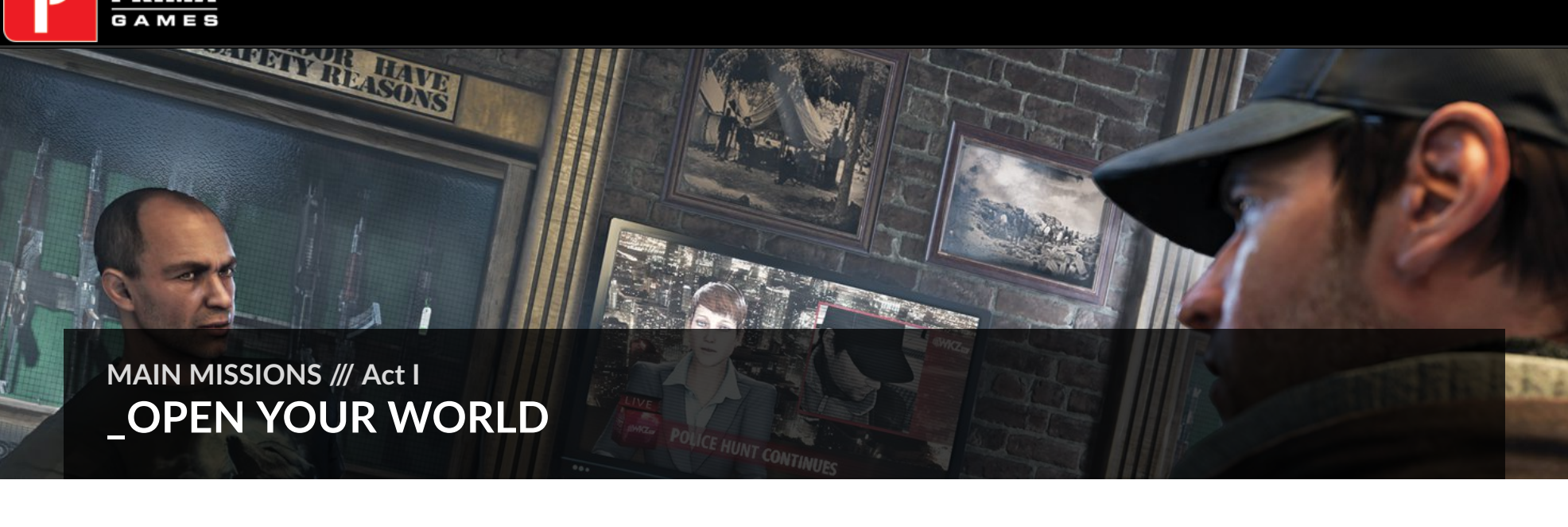

MAIN MISSIONS /// Act I

_OPEN YOUR WORLD

MINOR SPOILER

OBJECTIVES

- Reach the target area
- Reach the ctOS executive offices
- Enter through the underground loading zone
- Locate guard with the access code
- Hack the guard for the access code
- Hack the access point in the server room
- Upload Clara's code to the laptop
- Escape the plaza
- Escape the police scan undetected

LOCATIONS // MAP

Location / The Loop // ctOS Executive Offices

5.1 YOU LOOK LIKE A WILD CARD

Location / The Loop // Traffic Tunnels under Tremont House Hotel

Location / The Loop // Traffic Tunnels under ctOS Executive Offices

Reach the target area

Investigation

Difficulty:

BadBoy17 wants to meet up...in person. It's a strange and intriguing request, and one that involves you locating the Tremont House Hotel in the northern part of The Loop and continuing to the traffic tunnel entrance just to the east, on the same block. When the mission starts, you simply need to descend the steps, searching for the infamous "bad boy."

After a somewhat surprising conversation, during which Clara Lille offers to "open your world," a DedSec-hacked smartphone allows you access to many secrets of ctOS. Although trust is still to be earned, you agree to partner with Clara and hunt down the person responsible for texting the crank caller. When you part ways, you have a new task to complete.

Tip

Clara's hacks on your smartphone allows access to every single Skill available (providing you have the Skill Points and you've unlocked previous perks in some cases). These are known as the 2nd tier of upgrades, and they can significantly increase your prowess in a variety of skill types. After this main mission, you may wish to complete a number of side missions to purchase these perks, so you have more options during future main missions. For more information, consult the Training chapter.

5.2 YOU GOT ME IN

Location / The Loop // Traffic Tunnels under Tremont House Hotel

Location / The Loop // Loading Zone under ctOS Executive Offices

Reach the ctOS Executive Offices

Driving Investigation

Difficulty:

After your conversation concludes, stay in the tunnels. Grab a nearby vehicle, ideally a motorbike. Plot a course on your GPS to the ctOS underground loading zone, which is incredibly easy to reach; follow the tunnel down and as it curves to the right. Then make a quick left, slowing as you reach the entrance.

5.3 UNLOCKING THE LOADING ZONE

Location / The Loop // Loading Zone under ctOS Executive Offices

Location / The Loop // Loading Zone Storage Room

Enter through the underground loading zone

Data Hack

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

Be careful as you disembark from your vehicle; there's a ctOS guard and he's on edge. Make a thorough sweep of the area before you decide on your best course of action:

Overview

Completion Point: Door to ctOS storage room, at the far end of the L-shaped loading zone.

Dangers: SevenctOS guards (Gunmen x7), with pistols and machine guns.

Insertion Point (Initial)

Loading Zone Door

Accessibility Level:

There is only one initial insertion point—the open garage door with the parked vehicles and a guard standing to the side of it. After choosing a method of passing this brute (see below), the zone opens up to a parking lot with six additional guards. At this point, there are three new insertion points to think about traversing:

Insertion Point (Main)

Left Wall and Vehicles

Accessibility Level:

Creep past the parked truck and hug the left wall, being very aware of the enemies patrolling this area. Though passing the parked vehicles is the shortest route to the door you need to unlock, it has the fewest cover opportunities, and you're most likely to engage in violent gun battles. Or you could try sprinting here and up to the door before the guards spot and unload on you.

Insertion Point (Main)

Middle Room Cover

Accessibility Level:

With numerous pieces of scenery to disturb and preoccupy the enemy, and three Protector shields to activate, this route isn't subtle; however, it is direct and usually allows stealth and eventually gunfire, when you're finally discovered. You have the advantage of fleeing to the edges of the loading zone, but foes can more easily surround you. Worth a try if you're not interested in stealth as much as action.

Insertion Point (Main)

Right Wall and Side Corridor

Accessibility Level:

This is an excellent way to circumvent the patrolling guards in this relatively compact aggression zone. You can remove threats without foes noticing until the very end. Use your phone to coax foes away from their paths, and take down the guard standing by the brick wall in the corner; then sneak behind the parking area and down the brick corridor. Peek out and fire or melee strike foes from the vehicles and crates before hacking and then reaching the door.

Progression Plans

You may now try one, parts of, or any combination of the following methods of navigating this area.

General Preplanning

Presupposition: The following assumes you've already learned the elements referenced in all earlier missions, so information isn't repeated too often.

Camera Marking: Access all the security cameras, marking all seven guards, and inspect the zone remotely. As some cameras aren't accessible until you move farther into the zone, a mixture of stealthy creeping and camerawork is required.

Guard Routes: Study the position of all seven guards. Some are stationary, while others patrol a small area. Time your movements so a nearby guard is facing the other way.

Unlock First: If the situation gets tricky, you may need to flee through the exit door at speed. However, it is locked, with a switch console in the far corner of the parking lot. Hack that first, ideally before engaging the enemy.

Be Smart: Your smartphone also shows areas of interaction. Use them, as described below, if the situation calls for it.

Aggressive // Smart (Garage Entrance): Smartphone Aloft, Raising the Alarm

Difficulty:

The initial guard is quick to raise the alarm and can easily spot you if you aren't using the vehicles or Dumpster as cover: This presents a conundrum if you want to infiltrate without resorting to gunfire. Fortunately, the parked van has an alarm you can trigger, which coaxes the guard away for a moment. Or, creep around to the right, by the refuse container. Hit the alarm, and melee strike the guard as he investigates. Then creep up and tackle the guard by the van. This allows you to enter without the remaining guards seeing what you're up to (although sometimes one or two may be alerted).

If you're using lures, you can attempt something similar if you throw a lure and activate it. Of course, the lure's position allows you to place the two initial guards in positions advantageous to you (behind vehicles so you can easily tackle them one at a time without anyone hearing or seeing you).

You can also roll the garage door down, allowing you to batter the first guard without the others hearing you, though the garage door closing and opening attracts attention.

Aggressive // Violence (Garage Entrance): Massacre with a Murderous Calm

Difficulty:

Of course, you can also try any number of takedown attempts with a weapon. Here are some of the more interesting:

A pistol shot to the head for the closest two foes, then ranged combat at the entrance as the other enemies investigate.

A melee strike without using the van-alarm distraction tactic; this usually forces you to shoot the guard near the interior van and the other enemies as they investigate.

Sniper rifle or otherwise long-ranged attacks from behind a parked car (that you may have moved into a position of cover beforehand).

A nice grenade explosion, planted at the foot of the first guard.

Aggressive // Smart (Zone Interior): Coaxing Guards Out

Difficulty:

While you're planning one of the three previously mentioned routes, employ any of these distractions along the way:

Cameras are important; use them to scan the interior for access points to act as distractions and to unlock the door at the zone's far end so you aren't waiting (possibly taking damage) to get into the building.

Aside from the van outside, there are two more vehicles whose alarms you can trip.

There are four protectors (one at the entrance and three toward the back of the loading zone) that you can use to attract foes (before suspicions are raised or a firefight has started). Also raise them to hide behind if a firefight is getting out of hand or if you need to lob projectiles from cover.

Descend the forklift's crate to see more cameras and cause a foe to investigate.

You can also bring your own ready-made lures and lob one at a location where a foe won't be seen when you throttle them.

Aggressive // Stealth (Zone Interior): Silent Strikes and Creeping About

Difficulty:

Crouch, and move from cover to cover. There's a guard by the van, just inside the garage entrance; see what he is doing. Hopefully he stays where he is or moves to investigate the gurgling at the garage entrance when you throttled the first guard. Step around from the front of the truck and dispatch him. Then move to the guard by the car and forklift. Tackle him from behind the crates to your right. The other guards should still be none the wiser at this point.

Hug the wooden pallets near the right wall, and move west toward the tall wooden crates. Hide there, then step out and move swiftly to dispatch the guard in the corner. Be fast, or he raises the alarm.

Head around and move down the brick passage. Creep to the parked car and low pallets; the steps and door to unlock is to your right. Silence the closest guard carefully as he passes on his patrol route with his back to you. Then use the forklift or the vehicle alarm to attract the guard away from the exit door; creep up and club him. Finish the final guard (usually milling about in the middle of the room) in whatever way you wish.

Aggressive // Violence (Zone Interior): Bringing Some Hardware and Clout

Difficulty:

Depending on your mood swings, the arsenal you've brought with you, and how badly foes are tagging you, there's some violent retribution you can muster if sneaking isn't going well:

Step through the garage, hide behind one of the parked vans, and execute guards. Retreat as they swarm to investigate. Your line of sight back at the entrance (or even way back into the traffic tunnels) is excellent; it's a long corridor that can turn into a bloody shooting gallery.

Dispatch the guard ahead and right, using distraction or shooting; then watch for foes on your left and the one behind the brick corner ahead and right. Rush the latter while blasting, then drop each enemy who tries to move to the left or right of the brick corridor.

Lures and grenades are a winning combination. Lob one into the area by the stack of explosive barrels and watch the fireworks; follow up with machine-gun fire.

Or simply lure or wait for a foe to move near the blue gas canisters, the pallet, or the red barrels and blast them.

Tip

Before entering the door, sweep the area (if safe to do so) for crafting components.

5.4 YOU GO PLACES WE CAN'T

Location / The Loop // ctOS Executive Offices

Locate guard with the access code

Hack the guard for the access code

Data Hack

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Points: Camera, plaza security officer, opposite end of lower plaza, upper floor server room.

Dangers (Lower Floor): FourctOS guards (Gunmen x4), with pistols and machine guns.

Dangers (Mezzanine Balcony): ThreectOS guards (Gunmen x3, Shot-Callers x2), with pistols and machine guns.

Reinforcements: Up to three additional guards per callout (Gunman x3).

After a phone chat with Clara, move through the storage room of old CRT monitors and crafting components to a large office plaza. Look around the soda machine to the first camera you're able to hack, and access it. Next, hack the phone on the concrete planter right in front of you for another Audio Log. Now profile the plaza security.

The plaza has two floors. The basement (which is where you are) has a large open area completely surrounded by an upper balcony. Move from camera to camera, marking the security officers you spot; there are four on the basement floor and three overlooking your position on the balcony above. The direction everyone is facing and their patrols are obviously important for your actions to come.

Tip

Enemies on your minimap radar that aren't on your floor will be a faded red color.

While you're scanning the area, note the server access point behind the balcony guard with the camera and the three exits out onto the Chicago streets (or backtrack into the parking lot).

The guard with the access code you need is patrolling along the plaza's right side, just around the corner from you. Simply focus one of the cameras on him (after marking all seven guards so you know their positions), and hack. Your next objective involves reaching the server room, which is far more involved.

Note

You can also ignore the guard hack for the moment and take down the foes; this hack can be done at any time, but must be done before you can continue.

Progression Plans

You may now try one, parts of, or any combination of the following methods of navigating this area.

General Preplanning

Cover: Move using crouching and creeping, unless you want a firefight. Be aware of the three guards looking down on you from above.

Cameras: Mark everyone before you start moving into the plaza.

Plan of Attack: You may wish to figure out how you want to remove your threats before continuing.

Passive // Smart: Camera-Wrangling Precision

Difficulty:

It's possible to hack the ctOS server without actually stepping into the plaza! After accessing the camera and access code from the guard, move from camera to camera until you reach the patrolling officer upstairs with his own camera. Wait for him to move, then pan around until you can see the server access point. If he isn't looking in the direction you want him to, step out from cover, lob a lure so it sticks to the balcony fencing next to him, then attract him to it so that he turns his camera and you get a better look at the intrusion point. Then "Intrude" immediately; after this, you can simply escape the same way you came (through the traffic tunnels)!

Aggressive // Stealth: Guard Peripheral Vision

Difficulty:

If you wish, use the soda machine so the clattering cans attract the first guard's attention. Hide behind the machine and bring down the first guard immediately. Be quick, so the remaining six guards aren't any the wiser. Wait a few moments for the guard you need to hack to move past the pillars and into the center of the plaza, then creep along the plaza's right side, with the low planters on your left.

When the guard you need to hack moves close to one of the spinning cylindrical sculptures, take him down. Be aware of the guards above you; don't move too far into the middle of the plaza or you'll be spotted. Retreat the way you came, back to the soda machine. Move clockwise, with the curved perimeter wall to your left.

The third guard to tackle eventually moves to a pillar and patrols between some perimeter planters on your left and a metal wall to your right (with a monitor on the other side). Sneak behind and throttle the guard when he's in this area to avoid being seen by the guards above.

Tip

If you're spotted, you can vary your route so you surprise each guard from around the nearest pillar, but don't venture too far into the middle of the plaza, or the balcony guards will spot you.

The last guard on the lower floor is the trickiest, as the balcony guards almost always spot you striking him, and one of them may be heading down the stairs to investigate your takedowns at this point. You can simply take him down and complete the remaining takedowns with the upper guards on alert, or you can remain near a planter or pillar on the plaza's edge or near the perimeter wall (underneath the upper guards so only the lower guard will see you). Wait for the descending guard to pass the stationary guard by the stairs, then step out and back into cover, coaxing the lower guard to move. Strike him when he's under the balcony. A better plan is using a lure (see below) or a Spec-Ops weapon to maintain silence.

Tip

The moving sculptural pillars can provide some cover as they rise and fall, occasionally preventing the guards on the balcony above from seeing you. But generally, the time it takes to learn and position yourself so you aren't seen is better served taking down foes or rushing them.

There's a small chance the three upstairs guards haven't spotted you yet. If this is the case, ascend the steps and work counterclockwise around the planters, striking the guards when they look away and using cover. It is relatively straightforward to strike the remaining three guards down, and you end up next to the server room, too!

Aggressive // Violence: A Gun Battle Incision

Difficulty:

Although you may have to end your assault upstairs with a gun battle, after you're spotted trying a melee takedown, you can always blast your way out of here. The following plans are all battle-tested:

Discharge a pistol round to alert more guards, making them move. Lie in wait and melee strike or blast away.

Melee strike the first guard, then use the planters as cover. Crouch and sneak halfway along the right wall, look up, and execute a headshot to both the upper guards you can see. Retreat back so the third upper guard has difficulty aiming at you, and remove the remaining threats. Dealing with the upper guards means they can't strike you.

Stay under the balcony so you can see all foes in a 180-degree arc (so you're not struck from behind). Remain behind a planter near the perimeter wall and take down foes one at a time.

Grenades, machine guns, and other ordnance are also useful here, but a pistol is just as effective.

You may wish to deal with the basement guards first and then ambush three upstairs guards; wait them out at the bottom of the stairs (from behind a planter near the waypoint), and execute each one as they appear.

Running and gunning isn't effective, as you're shot from all directions. Popping out of cover is preferred.

Stalk foes using a Spec-Ops gun, which are silenced. Watch that your corpses don't alert the other foes. Try a mixture of melee and silent gunfire for best results.

You can also backtrack to the loading zone and up the traffic tunnel ramp. Run around to the building's exterior, peering in to see the patrol patterns of the upper guards. But you can't enter the doors.

However, you can rush upstairs and then flee the building, taking the battle to the streets. This gets messy and isn't recommended.

Hack the access point in the server room

Upload Clara's code to the laptop

Data Hack

Difficulty:

Move into the foyer with the intrusion point visible (usually on foot or via camera if you wish). After hacking the two hotspots, you reach the executive office.

Be sure to snag the Audio Log by the foyer couch. After (optionally) listening to the phone call of the Blume Security director, upload the virus into the workstation.

Solution: Hotspot 1

Solution: Hotspot 2

5.5 GETTING OUT OF A JAM

Location / The Loop // ctOS Executive Offices

Escape the plaza

Escape the police scan undetected

Driving Infiltration

Vehicle Chase

Difficulty:

Overview

Completion Points: Anywhere in Chicago

Dangers: Chicago police (scanning)

Reinforcements: Up to six additional guards during escape from building.

Clara chimes in; the police are scanning the area, and you need to leave. To prevent yourself from being captured, Clara uploads Jam Coms to your smartphone, which disrupts police communications. Consult the Training chapter for more information on how to use it. There are usually additional ctOS guards who arrive; it's wise to simply remove them quickly with violence, (stay in the foyer, flag them with a ctOS scan or cameras) or flee.

Sprint out of the building via the balcony level; there are double doors to the left (east), ahead (south), or right (west) of you. Or, if you're close to the soda machine, escape via the parking lot to the traffic tunnels.

Tip

Turn right and sprint west. There are more parked vehicles to appropriate on the street outside this exit. Or race back to the parking lot and use one of the vehicles you navigated past during the first part of this mission. Alternately, sprint east then north down the Traffic Tunnel entrance.

Jam Coms is a ctOS communications exploit, briefly shutting down all police communications. It temporarily stops enemies from calling for reinforcements and stops witnesses from calling the police, too. It is also an available crafting device you can and should create, from this point on.

Driving // Defensive: Jam Competency

Difficulty:

There's only one way to escape, and it's by employing Clara's disruptions at the correct time. Check your minimap for the expanding yellow circle of multiple police scans, which are gradually filling in. As the scans triangulate your position, the percentage bar underneath rises to 100 percent, meaning you're spotted and a Felony escape begins. So you need to jam before that occurs. Here's the easiest way to escape:

You're not being actively chased, just scanned for. So find a street that's extremely long and straight, and accelerate down it as quickly as you can without causing a major wreck.

Periodically, the police scans attempt to find you; jam at around 70 to 80 percent, and you are essentially rendered invisible to them.

Now continue to move quickly away from the ctOS offices and watch the scanning percentage plummet. Use the same techniques you did during Main Mission: Backseat Driver.

Continue this plan until the police give up and lose your presence, or you escape their search area. At this point, your mission completes.

MISSION REWARDS

Police Scan Evasion XP +225

Gained XP +250

All Skills Available for Purchase

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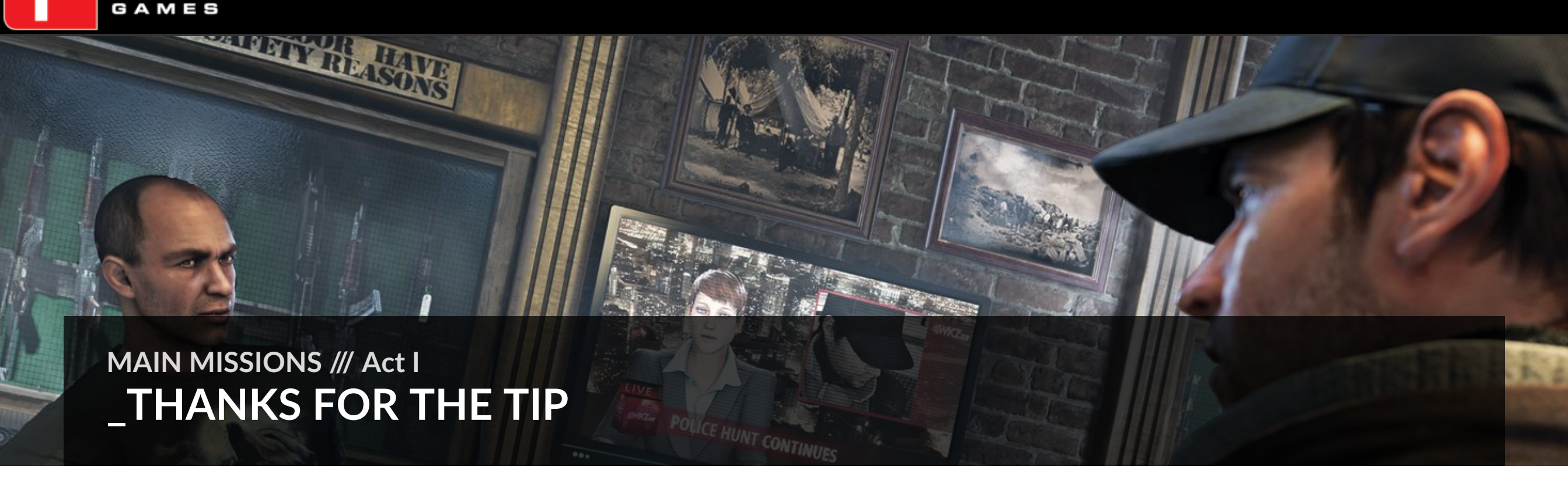

MAIN MISSIONS /// Act I

_THANKS FOR THE TIP

MINOR SPOILER

OBJECTIVES

- Reach the signal source
- Access is locked. Use the Profiler.
- Find and activate the ctOS Boxes (2)
- Access the building network
- Investigate the apartment
- Hack the phone
- Kill all Fixers or escape
- Follow the traced call

LOCATIONS // MAP

Location / The Loop // Marked Alley

Note

At this point in your adventure, it is technically possible to purchase most perks based on gaining XP for completing all the other aspects of the Progression Tree (side missions, investigations, contracts, collectibles, etc.). From this point on, tactics may include perks that you haven't unlocked yet. Simply skip these and utilize tactics you have the ability to perform.

Tip

Stop! Before embarking on this mission, be sure you have enough weaponry and projectiles to help battle your way out of any predicament. Visit pharmacies (to get crafting materials to help your Focus), pawnshops (to craft projectiles), and gun shops (to refill ammo and buy better weaponry).

6.1 I THINK HE WANTS YOU TO FIND HIM

Location / The Loop // Marked Alley

Reach the signal source

Investigation

Difficulty:

With an update on your text man's whereabouts, Clara sends you to a slightly ominous-looking alley to the right of the Proviblue Bank in The Loop. Begin the mission by checking the blockers and raising the bollards at the alley's entrance...you know, just in case of an ambush.

Tip

There are transformer vaults, protectors, and cameras everywhere. Note where they all are (and check the guide map), and gather any crafting components lying about. Prep and select a projectile, such as a grenade or IED. It's also a great idea to scout the entire alley area before completing the second objective; you want to see all three escape routes...you know, just in case of an ambush.

You should be familiar with the basics of Parkour by now. Hold down your Parkour button so you can climb in a fluid motion without stopping, and ascend to the roof via the pallets, an AC unit, and a ladder. Up on the L-shaped roof, you find an access box. Profile it, ideally as you're profiling all the hacking opportunities of this alley area.

6.2 CRANK CALLER

Location / The Loop // Marked Alley

Access is locked. Use the Profiler.
Find and activate the ctOS boxes (2)

Investigation

Data Hack

Difficulty:

You can't hack the access point until you activate two ctOS boxes. They are in your general vicinity, and finding their general location is relatively straightforward. Seeing them to hack and activate each one is somewhat trickier. Find both node points by tracing the data flow (the faint, crackling lines) arcing through the brick building perimeter above you. Search for either node; the order is unimportant.

Passive // Smart: Notes on Node A

Difficulty:

This node is behind and to your left, tucked away on a roof alcove you can't reach or see. To "see" this node, move (either physically or via security camera) to the opposite corner of the alley area, near a scissor lift. Optionally climb onto the lift and activate it so the lift descends. Then peer up while profiling. Access the camera above the scaffolding platform. This allows you to see and access a second camera opposite the node (which is otherwise hidden from view). Unlock this node and step onto the platform to search for a possible crafting item.

Passive // Smart: Notes on Node B

Difficulty:

Trace the second data flow across the brick structure to the right of the access point. Peer up to the top of the wall to your right (east) to see the flow disappear toward the eastern alley. Head down there, stopping at a construction lift. Access the camera adjacent to the lift, then send the lift down. Focus ahead and across to the switch console on the opposite wall. Unlock this node.

Access the building network
Investigate the apartment
Hack the phone

Investigation

Difficulty:

Return to the access point, which you can now hack, and enter the hotspot inside the adjacent apartment complex. Consult the Training chapter for more information on hacking hotspots.

Tip

Before you begin to hack the hotspots, you may wish to "prep" the defenses in the area; by raising any Protectors close to your location.

Solution: Hotspot 1

Solution: Hotspot 2

After solving the hotspot flow conundrums, you hack into a camera inside a particularly messy apartment. A phone is ringing; perhaps there's a clue from your text man? However, when you hack it, you receive a strange and alarming message: Your position has been triangulated, and Fixers are on their way to kill you. It's a trap!

6.3 THEY'RE COMING. YOU BETTER RUN?

Location / The Loop // Marked Alley

Kill all Fixers or escape

Foot Chase

Vehicle Chase

Lethal Force Likely

Difficulty:

Overview

Completion Point: Anywhere in Chicago away from the incoming Fixers.

Dangers (Wave 1): 7 Fixers (Gunmen x4, Elite x1, Marksmen x2), on foot and in one car.

Dangers (Wave 2): 6 Fixers (Gunmen x3, Veteran x3), on foot and in three cars. They appear after three foes are defeated from Wave 1. All may not appear at the same time.

Progression Plans

You're hemmed in with few narrow exit possibilities. See below to determine when you should try to escape and how many Fixers you slay before you do so.

General Preplanning

Fixer Fighting: Unlike with the police, you won't impede your Reputation by slaying these rivals. If you haven't really engaged with guns up until this point, feel free to change your passive ways.

Cameras: There are several cameras around these alleys, and you may wish to mark all the Fixers before engaging in combat (from a cover position, obviously).

Extraction Points: Remember there are Fixers appearing from both main exits, meaning a swift departure is tricky, and you're easily surrounded if you make the wrong move. Don't forget the third exit too (see below)!

Escape Vehicle: Prior to triggering this objective, consider parking an escape vehicle at one of the three extraction points.

When the trap is sprung, expect two marksmen to take up sniping positions on separate balconies above you, while a Fixer vehicle drives down the alley you first entered. Four Fixers emerge, and to your left (east), around four additional foes head in on foot to intercept you from the other alley.

Aggressive // Smart: Darkness and Detonations

Difficulty:

Your knowledge of junction boxes, blockers, and the transformer vaults comes into play right now. The only real recommendation for both the marksmen is to hack and explode the junction boxes behind each of them. Do this immediately!

Those Fixers parking their vehicles can be stopped if you already activated the blockers. If they move farther into the alley, you need to hit them hard, so explode a nearby transformer vault and then escape. Try melee-strike sneaking or blasting away with your weapons. Or, if foes are alert but not aggressive, watch their routes and explode the junction boxes as they step close to either of these (especially as they ascend the stairs to your left). The lifts and forklift can also be used to distract. You can even cause a blackout (without crafting) by driving a vehicle into the corner electrical pole, which plunges the alley into darkness, making takedowns easier (as long as you've tagged everyone already).

Tip

There's a large propane tank in the eastern alley. Blast this so it explodes—it's a great way to slow at least one of the Fixers in this area.

Aggressive // Stealth: Lurking and Patience

Difficulty:

Speed is vital if you're trying to tackle these foes using only a baton and cover opportunities. Deal with the marksmen as detailed previously. Then head down the steps to the left and hide behind the piles of wood. Let the Fixers move toward you before grappling them one at a time. Use the cameras to mark the foes while you're hiding, or throw out a lure if no one is approaching your ambush spot. To exit, move toward the left alley or around the cars, depending on where your foes have positioned themselves.

Another option is to sprint down the stairs, ignoring the four foes in the vehicles. Rush directly at the slightly bewildered Fixers in the alley after vaulting over the mesh fence. Batter them, then spin around and approach the remaining foes, knowing you won't be surrounded. Or, flee the scene.

Tip

If you're planning on a stealthy series of takedowns, try a blackout so you're sneaking in darkness, though it is unlikely you'll have this crafted item yet.

Aggressive // Violence: Explosive Expectations

Difficulty:

Bring out your favored weapon, and return fire from your current location. Although you're somewhat pinned into a corner, you have the height advantage. Concentrate first on dropping the two marksmen with automatic fire or hacking the junction boxes; then peer over the rail and tag foes below as they drive in and as they emerge from their vehicle. Move to the edge of the current rooftop (toward the ladder) or to the slightly lower rooftop (quickly using cameras to mark the foes if you want), watching for the enemies from the alley on your left; they sometimes sneak up the metal stairs.

Scoot up against the metal corner fencing at either location, and pan left and right; either point allows you to see both alleyways, and the foes within. Then methodically drop each foe from this vantage point. You can employ the following possible tactics if you have the necessary implements:

Lob a grenade or IED into an area, or near the cars as they park, and watch (or trigger) the explosions.

If the foes aren't completely gung ho, lob a lure into an open area, activate it, and drop any foe who goes to investigate. Another option (if you're close to the ground and near an enemy) is to throw it so a foe in cover moves away from his hiding spot, allowing easier or quicker takedowns.

Pistol headshots are quick and effective if you're excellent at aiming. Otherwise, drop foes with raking automatic gunfire.

Use the explosive canisters to your advantage, blasting them if a foe is dug in near one.

Remain on your highest roof perch and employ a sniper rifle. Check that foes aren't ascending the steps on your left.

Use offensive hacking opportunities to explode or distract enemies, especially those close to scenery that detonates.

Sprint to a scissor lift, raise it, and fire down from above using automatic guns or dropping grenades. Do this just after tackling the marksmen.

Tip

Get used to utilizing your Focus; the mayhem and multiple targets make this an excellent opportunity to slow time down and get the drop on your foes, especially the marksmen.

Passive // Flee: Safety Evaluations

Difficulty:

There's no need to stick around here; sprint to either the parking lot staircase or the left alley, where there are fewer Fixers to waylay you (assuming you drop down from your starting point as soon as possible). You needn't concern yourself with killing anyone, although you aren't accruing as much experience. Descend to the parking lot, obtain a vehicle, hack the garage door, and flee.

Driving // Offensive: Vehicle Appropriations

Difficulty:

If you brought a bike with you into the alley, you can scoot past the Fixers, activate the blockers, and then flee the scene quickly and effectively.

Or, you may wish to advance on the foes exiting their vehicles, strafing them with automatic gunfire and stealing one of their cars! Reverse and J-turn out of the alley and escape.

Or, you can flee to the parking lot and appropriate a vehicle there, as mentioned previously.

Extraction Points

Fixer Car Alley (Entrance)

Accessibility Level:

This is the least desirable of the three possible exits, as the majority of the foes appear from here. You usually have to engage in a fierce (but rewarding) gun battle to whittle down the foes before fleeing into the alley you came from, either on foot or in one of the Fixers' own vehicles. There's numerous scenic devices to hack here to help minimize the threats (such as the transformer vault to blow up, allowing fewer enemy threats).

Long Exit Alley

Accessibility Level:

The alley to the left is long, features a fence to leap over and numerous obstacles, and usually has two to four Fixers. Turn the corner heading left (north) and climb into a side alley on your right (east), or you can continue into the street. You may wish to head here immediately, then double back and fight the Fixers knowing they are all in front of you.

Underground Parking Lot

Accessibility Level:

Don't overlook the neon parking garage sign, which allows a swift and relatively safe exit down into a parking lot, where a great choice of vehicles is available. Assuming you can operate a hacked garage door, pick a vehicle and drive away immediately; this easily completes this mission.

Driving // Smart: Evasive Maneuvers

Difficulty:

Escaping in a vehicle may be necessary if you flee the scene with Fixers still pursuing you. Consult the general escape tactics, remembering what you did to lose the Search Area circle in previous missions when fleeing the police (see the Training chapter). If the situation calls for it, and if you've unlocked enough Skill Points to access certain hacks, try the following (and remember to avoid the ensuing accident if it occurs!):

Hack traffic lights to cause congestion.

Hack bollards so they rise just after you pass over them, stopping the vehicle.

Hack bridges so they rise, slowing your Fixer vehicles.

Hack spikes so the Fixers' car tires blow out.

Hack steam pipes so they blow (be sure you've already passed over these pipes), disintegrating the vehicles.

Open a garage door, head inside, close it behind you, and wait.

Driving // Defensive: Clandestine Mover

Difficulty:

In this particular area of The Loop, you can also try the following:

Flee The Loop to another district.

Weave in and out of alleys and main roads to confuse and lose your foes.

Use ramps to change height and locations quickly, fleeing into and out of the traffic tunnels.

Hide under overpasses or bridges, away from city streets.

6.4 I COME BEARING GLAD TIDINGS

Location / The Loop // Forever Sculpture

Follow the traced call

Driving Investigation

Difficulty:

Once the Fixers' allies can't locate you anymore, the mission objective updates. Flag the Forever Sculpture in the park to the east of The Loop, and head there immediately. You may wish to ditch your vehicle in favor of a bike, which can (if you're careful) negotiate the pedestrian walkways, stairs, and grass without incident.

You're met by a disheveled, craggy-faced man with a limp, your ex-partner Damien Brenks. Brenks has information on a second hacker. You thank him for the tip but have no wish to work with this lunatic, not after what he did to your family and the death of your niece.

MISSION REWARD

Gained XP +500

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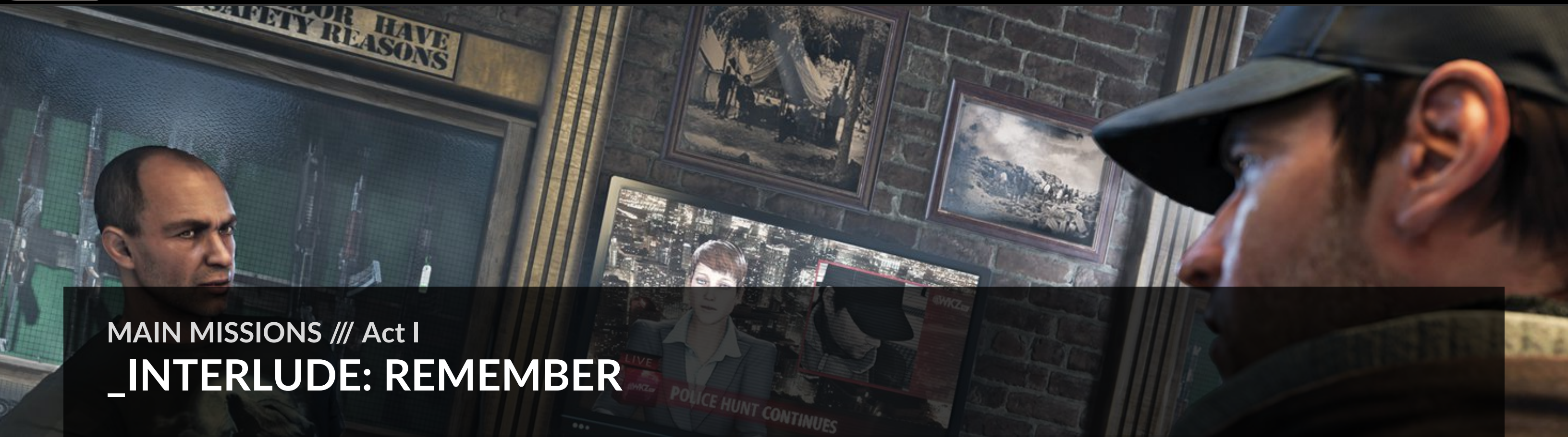

MAIN MISSIONS /// Act I

_INTERLUDE: REMEMBER

6.5 MEMORIES OF LENA

Location / Pawnee // Traffic Tunnel close to Crazy Moose Inn

Location / Parker Square // St. Joseph Cemetery

Investigation

Difficulty:

Before you begin your next mission, you must deal with the loss of your niece, Lena. Two new icons have appeared on your world map. The first is located at the entrance to the main traffic tunnel into Pawnee, close to the Crazy Moose Inn. Head here, and access the memories of that fateful day, when Maurice Vega turned the life of Aiden's family upside down. The second new icon is close to the St. Joseph Cemetery in Parker Square. Head there.

Drive to St. Joseph's Cemetery in northwest Parker Square (southwest of the Pawnee traffic tunnel), and locate the small gravestone with Lena's fluffy lamb toy sitting on it. After a poignant memory with Nicky concludes, Jordi calls you up with a small problem regarding your exit from May Stadium earlier; it seems not all of the gangbangers were quite dead....

MISSION REWARDS

None

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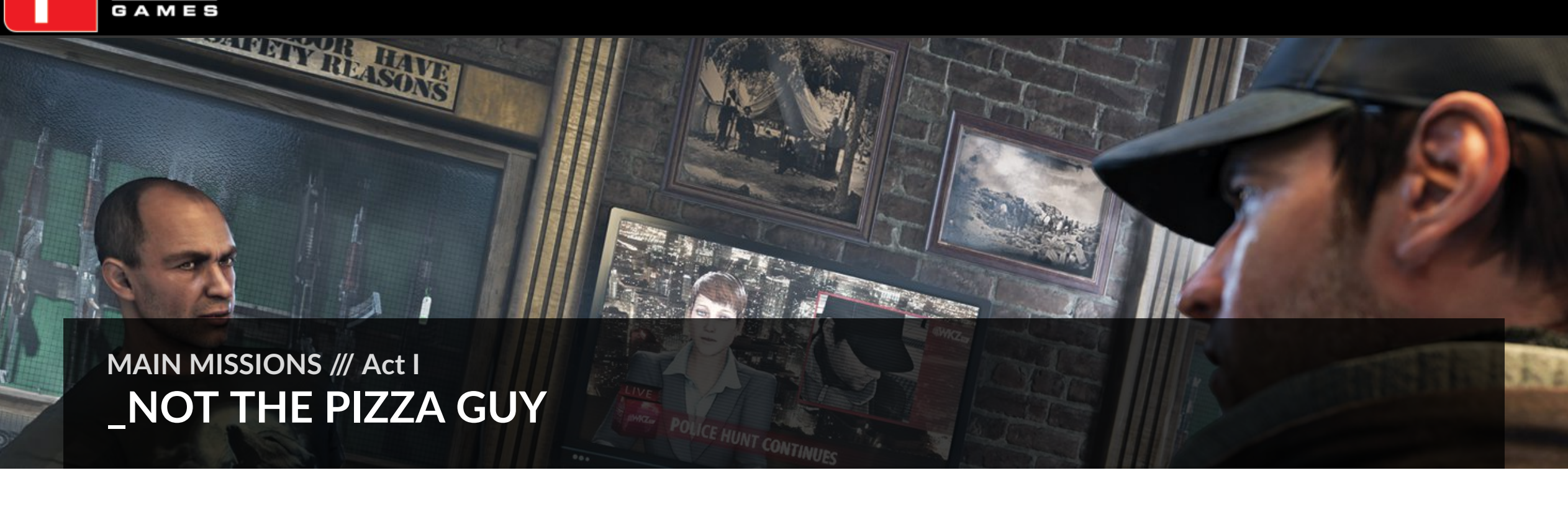

MAIN MISSIONS /// Act I

_NOT THE PIZZA GUY

OBJECTIVES

- Climb to meet Jordi on the rooftop
- Infiltrate the rail yard
- Interrogate the Fixer boss
- Kill all Fixers or escape

LOCATIONS // MAP

Location / The Loop // Rail Depot on the Island

7.1 IN THE MIDST OF SOLUTIONS

Location / The Loop // Gorman Heights Apartments

Climb to meet Jordi on the rooftop

Investigation

Difficulty:

Tip

Tool up with some impressive weaponry prior to the assault you attempt in this mission. Start to build up your armory, taking side jobs and hacking citizens for their bank account details to accrue monies. Visit gun shops and pawnshops, and go to pharmacies to purchase crafting items for your Focus and offensive and defensive capabilities.

Tip

You should be learning to Focus—slowing down the action to get additional time to perform takedowns of foes; this comes in especially handy during the latter stages of this mission.

After your Fixer, Jordi, tells you about some troubling news regarding a survivor from the baseball stadium interaction, head to the waypoint indicated, across from the rail depot you were recommended to investigate any time during and after Main Mission: Backseat Driver. If you haven't wandered around there yet, do so before triggering this mission. Then head toward the Gorman Heights Apartments. Clamber up the planter and over the metal railing above the entrance.

Jordi has some bad news: The stiff from the stadium isn't so stiff anymore, and he's about to point the finger at you. One of the guys across the way is running this operation, and it's up to you to find him. This means navigating the yard, which is patrolled by several Fixer associates. Jordi is happy to provide backup—a sniper rifle from the Gorman Heights rooftop.

7.2 RAIL YARD MAYHEM

Location / The Loop // Gorman Heights Apartments

Location / The Loop // Rail Depot on the Island

Infiltrate the rail yard

Interrogate the Fixer Boss

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Locked door to storage alcove, where the boss is located.

Dangers: 10 Fixer associates (Gunmen x10, Shot-Caller x2), armed with pistols and machine guns. Two of these foes are Shot-Callers with the ability to summon reinforcements.

Reinforcements: Between one and four enemies entering from nearby insertion points, per call.

Your view from the Gorman Heights rooftop shows the rail yard from south (left) to north (right). This is a long and large area, but it's mostly self-enclosed, meaning the action won't spill out onto the streets. There are dozens of pallets, wood stacks, crates, and other locations to hide behind, as well as two brick outbuildings, each with a patrolling foe. The remaining eight enemies are walking the rail tracks. The door you need to unlock and reach is on the far (western) side, in the middle of the perimeter overhang.

The main insertion points are at each outer corner of the restricted area. Think about infiltrating at any of these points:

Insertion Points

By River: Northeast Dock Steps

Accessibility Level:

Swim or take a boat over to the docks ahead and right of your starting location. This affords the best infiltration point, as it's quick to reach and allows excellent stealth opportunities once you enter the yard. If the infiltration gets tricky, you have options: flee back to the dock, run along the low perimeter riverside area to the southeast dock, or head to the northwest metal steps.

By River: Southeast Dock Steps

Accessibility Level:

This is similar to the northeast dock steps, and it's really only necessary if you prefer your infiltrations to move from south to north. The area offers similar cover, but the extra time it takes to reach here and the way the steps are configured allows the enemy a few more opportunities to spot you; the hiding spots just inside this entrance aren't as plentiful as the northeast dock steps.

By Land: Northwest Metal Steps

Accessibility Level:

You'll have to ignore the river crossing, cross the bridge where you started this mission, and head down the metal steps to the yard. This isn't a particularly wise move, as there are numerous steel girders and supports and mesh blocking your shots, and foes down below easily spot you. However, you can reach the far wall overhang if you're stealthy enough.

By Land: Southwest Alleyway Steps

Accessibility Level:

Don't forget the steps down from the end of the alley and garage area, accessed from the cobblestone street. This is actually an overlooked but excellent place to navigate to. Although it takes time to reach here from your location, you can easily step into the overhang area and sneak to the locked door without having to navigate the complex yard and majority of the patrols.

Pathways to Take

What's the best route to take? Well, this depends on where the foes are, whether they are aggressive, and where you're coming from, but try one of these possibilities:

Riverside: Remain by the river, using the protection of the pallets and other scattered scenery. Move around the perimeter of the brick warehouse until you're opposite the locked door, and head across.

Up the Middle: Head in front of the train tunnels at the north or south edge of the restricted area, then move down the tracks. You have more chances of foes seeing you, but they have fewer areas to hide behind. This is a better option for those with aggressive infiltration plans.

Overhang: Creep to the overhang and move down to the unlocked door; you have the advantage of numerous cover opportunities at first, but foes can also see you more easily as you approach the unlocked door. If you want to quickly reach the objective without combat, this is the way to go.

North or South: Stay in the northern or southern part of the yard as you reach the middle; unless you just have to slay every foe, you can reach your objective door by moving through only half the yard.

Progression Plans

You may now try one, parts of, or any combination of the following methods of tackling the foes and reaching the locked door.

General Preplanning

Cover: Be certain you know the rudiments of stealth and can quickly crouch and move from corner to corner and cover to cover.

Cameras or ctOS Scan: When you reach the border of the restricted zone, drop into cover and flit from camera to camera, marking the enemies. Unlock the door remotely from a camera, too, so you aren't trying to meet the boss while under fire. A quicker way to find the location of all your foes is to activate a ctOS scan (crafted item) as you enter the restricted area; this means you don't need to go from camera to camera, marking your foes.

Profiling: As you infiltrate, keep your smartphone out and profiling so you can mark any enemies you might have missed and easily utilize any hackable scenery.

Guns (yours): Be ready with your preferred weapon—a pistol for single headshots and machine guns for more furious combat opportunities, should your sneaking fail. Also note that the right (north) warehouse balcony has an ammo bag you can use to reload your weapons.

Guns (Jordi's): Jordi provides backup, and he's a reasonably good shot. Take advantage of him by using lures (see below). But also remember that once he fires (something you can't control), the enemy may be more actively searching for you.

Reinforcements: Beware of Shot-Callers, who call in reinforcements once violence erupts. Concentrate on taking them down as a priority (check the guide map for their starting locations).

Switch Console: Before any infiltration begins, it's usually wise to locate the data flow running from the locked waypoint door to the switch console on the left side of the right (north) warehouse.

Passive: Staying Pure

Difficulty:

Intent on reaching the locked door without killing anyone and letting Jordi do all the shooting? This is difficult, but not impossible. The best infiltration point is the concrete alley steps to the southwest. Mark foes using cameras—mark only the foes patrolling to the locked gate. Unlock the gate and sneak left (north) under the overhang to the waypoint.

Aggressive / Stealth: Lobbing a Lure

Difficulty:

Enter (usually from the recommended docks to the northeast), and keep to the riverside perimeter, hugging the pallets and wood stacks and intermittently lobbing a lure onto the ground in an open area so Jordi has a clear line of sight. Then activate the lure and the foe inspects it. Afterward, one of three actions are usually necessary:

Jordi (hopefully) snipes the foe.

You strike the foe, ideally using a melee baton strike, without any other foes seeing the attack.

You ignore the foe as you coax him away from your insertion path.

Other than coaxing out foes into Jordi's firing line, follow one of the three general paths to the locked door.

You can also coax foes into Jordi's firing line by distracting them, using the hack that (randomly) appears above some of their heads.

Aggressive / Smart: Scenic Disturbances to Obscure

Difficulty:

Aside from the cameras and the objective door you should unlock before you reach it, there are additional scenic elements you can control:

Junction Boxes: These are on the upper balconies of each brick outbuilding. Use them to remove the guard patrolling up there so you don't have to shoot or throttle him and risk alerting the other foes.

Forklifts: These are mainly for distraction, though you can lower the one near the north outbuilding, allowing you to rise up to this structure's balcony if you want to take down the patrolling guard.

Scissor Lifts: There are two of these, close to each small warehouse. Use them to coax foes toward this point or to access higher balconies (though it's quieter to rush the steps and up around the balcony).

Enemy Hacks: Depending on your perk purchases, you can disrupt the reinforcements of either Shot-Caller and can distract and explode certain (random) foes along the way.

ctOS Blackout Transformer: Sitting between the two exterior warehouses is a large metal transformer; shooting or exploding this causes a ctOS blackout, allowing you to sneak around with more impunity and take down foes in the darkness. But remember you can't access or hack items during this time (aside from thrown IEDs).

Container Cranes: There are three massive containers on cranes, which can distract your foes if you activate them. Though they move in a circular route, returning to their original position, they also move to the nearest outbuilding. Unfortunately, you can't grab the higher ends of the container or leap off onto the outbuilding. But you can climb onto the container along either middle edge, then use it to reach the river during your escape. Otherwise, sit in the middle, using the container as protection, and shoot down at foes or lob projectiles.

Tip

Whenever an enemy is distracted, Jordi might snipe them, so use this to your advantage.

Aggressive / Violence: Killing Everybody Just to Be Sure

Difficulty:

If you want to rush in with guns blazing, be aware of the following problems:

Shot-Callers: These call in reinforcements, and it's very difficult to shoot all of them before they finish their call. So you may want to stealthily take them out first.

Balcony Patrol: Tackle the foe on each warehouse balcony so they don't spot you.

A Bit Hectic: Be aware that violence (with reinforcements) can result in twice as many foes and a really protracted battle. If that's what you want (and you have the items and want the experience), then secure yourself in a corner where you won't be ambushed from the sides or behind—such as the dock steps—and where Jordi can provide supporting fire.

What about some of the more entertaining tactical takedown plans? Here are a few to try:

Lob lures, rattle off shots before Jordi can get a bead, and claim the experience.

Flush out a foe behind cover with grenades.

Pistol headshots, and good cover positioning, are excellent plans.

Automatic gunfire and constant movement is another option.

Or you can set up a sniping position in one of three locales: (1) next to Jordi on the balcony across the river, (2) on the exterior rooftop umbrella tables on the south edge of the area above the train tunnels, or (3) the stone bridge mechanism tower on the area's south edge, above the train tunnels (drive a truck onto the bridge sidewalk and climb on).

Driving / Offensive: A Motorbike to Procure

Difficulty:

It's actually possible to reach the locked door while riding a bike! If you're crazy enough to try the "motorbike assault" tactic again, then start at the southwest concrete steps by the alley entrance and ram the mesh gate. Skid left (north) and ride along the overhang to the door. Leap off and push through the door (which you remotely unlocked earlier) before everyone spots you!

Tip

There are crafting items scattered throughout this location; make sure you gather any necessary equipment, and craft items, before you reach the door and the confrontation with the Boss man.

7.3 BOSS MAN'S LOOKING TWITCHY

Location / The Loop // Rail Depot on the Island

With Jordi winging the boss man, you approach and interrogate the fellow, who's initially reluctant to offer up information until you reel off a variety of personal information about him. He offers up a name, which is all you need. Unfortunately, there are reinforcements on the way!

Kill all Fixers or escape

Foot Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

Tip

Gather the grenades and crafting items inside this storage area before you begin your next battle.

Overview

Completion Point: Anywhere outside of the Fixers' search area

Dangers: 10 Fixer associates (Gunmen x10), armed with pistols and machine guns. Fixer helicopter.

Reinforcements: Between one and four enemies entering from nearby insertion points, per call.

Reinforcements: Between two and four enemy vehicles after leaving vicinity of rail depot.

Aggressive / Smart: Helicopter Illumination

Difficulty:

The Fixers have a chopper with them, and though you might be expecting a sharpshooter up in the skies, the craft is only here for illumination. Naturally, the spotlight makes it more difficult for you to find your way out of here, but the helicopter itself isn't a priority target. If you have the Disable Helicopter perk, use it now. Rapid-fire weaponry also (eventually) sees it off, too. But concentrate on the foes with actual guns!

If you have an IED and a good throwing arm, you can always climb onto a balcony or cargo container and lob one of these sticky bombs onto the side of the chopper. Also try a Blackout, and escape in the darkness and confusion.

Passive / Flee: Becoming an Apparition

Difficulty:

With Jordi providing covering fire, you have a few seconds before the enemy arrives in force. This allows you to sprint out of the gate and flee via any of the four insertion points. The metal steps and the docks are good choices, as the enemy is likely to arrive in the alley area to the southwest.

At this point, you can flee via boat or car, or head across the bridge on foot to Jordi's location, losing your adversaries.

Aggressive / Violence: War of Attrition

Difficulty:

If you flee and then stop to blast the enemies following you, before being overwhelmed, you will probably fail this part of the mission. So be confident in your abilities to bring down your foes. Finding a great place to whittle down the opposition is a good start. Begin at the entrance gate near the boss, aiming at incoming foes before retreating along either wall (with fewer foes nearby) and hiding behind cover. Although you're hemmed in, the enemy has limited ways to reach you—through the yard. Automatic gunfire, lobbed grenades, and other IEDs; patience; and Jordi winging the odd casualty are required, but you can kill all the reinforcements entirely and rack up some great experience points while doing it! Other options include:

Waiting for clusters of foes and then lobbing in grenades.

Rushing out and claiming one area of the yard as your own, mowing down foes here, and then methodically working your way to the yard's opposite end so you aren't attacked from behind.

Using all previously utilized takedown tactics, including the use of the crane container. Sitting up here and lobbing projectiles is both entertaining and helpful.

Gaining height from the balcony on either brick outbuilding is helpful, though you need to be aware of foes assaulting this structure.

Takedowns from the docks are dangerous, as foes like to use the lower walkway between dock sections to ambush you. But Jordi has a great line of sight to help you.

Driving // Smart: Vehicle Acquisition

Difficulty:

Escaping in a vehicle may be necessary, including a Fixer car recently vacated. Consult the general escape tactics, remembering what you did to lose the sphere of influence when fleeing the police (see the Training chapter). If the situation calls for it and if you've unlocked enough Skill Points to access certain hacks, try the following (and remember to avoid the ensuing accident if it occurs!):

Utilize the Jam Coms when the Fixers are scanning for you.

Utilize Blackout when the Fixers are searching for you, and escape in the darkness.

Hack traffic lights to cause congestion.

Hack bollards so they rise just after you pass over them, stopping the vehicle.

Hack bridges so they rise, slowing your Fixer vehicles.

Hack spikes so the Fixers' car tires blow out.

Hack steam pipes so they blow (be sure you already pass over these pipes), disintegrating the vehicles.

Open a garage door, head inside, close it behind you, and wait.

Head to the docks and secure a boat for a much easier escape!

Driving // Defensive: A Vehicular Intermission

Difficulty:

In this particular area of The Loop, you can also try the following:

Flee The Loop to another district.

Weave in and out of alleys and main roads to confuse and lose your foes.

Use ramps to change height and locations quickly.

Hide under overpasses or bridges, away from city streets.

Once you defeat or escape all Fixers, the mission concludes.

MISSION REWARDS

Gained XP +500

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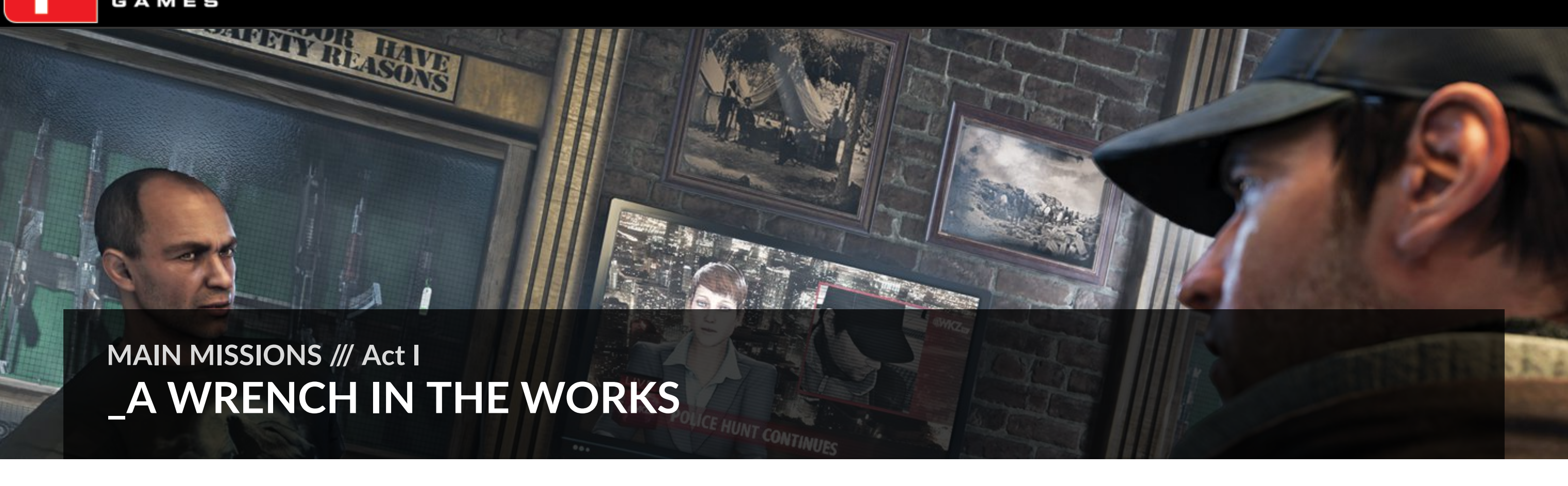

MAIN MISSIONS /// Act I

_A WRENCH IN THE WORKS

OBJECTIVES

- Use the Profiler to find Angelo Tucci's niece
- Hack the niece's phone
- Kill Angelo's allies or escape
- Kill Angelo Tucci before he reaches the prison
- Kill Angelo Tucci before he escapes
- Kill Angelo's allies or escape

LOCATIONS // MAP

Location / The Loop // Convoy Route

8.1 PROFILING HELENA TUCCI

Location / The Loop // Willis Tower

- Use the Profiler to find Angelo Tucci's niece
- Hack the niece's phone

Data Hack

Infiltration

Difficulty:

Bring your smartphone out as you run north toward the plaza at the base of Willis Tower. Step into the plaza, and scan the people milling about (including celebrity Aisha Tyler) until you find Helena. Clara helps track Helena by describing what the target is wearing, and the building she's in. Hack Helena's phone, pretending to be her Uncle's doctor, and wait for her to make a call. Listen in on her conversation with her uncle Angelo. In a few moments you find out where the Fixer is. He must be cut off before he reaches the prison.

8.2 CUTOFF POINT

Location / The Loop // Interception point

Location / The Loop // Palin Prison

- Kill Angelo's allies or escape
- Kill Angelo Tucci before he reaches the prison
- Kill Angelo's allies or escape

Vehicle Chase

Lethal Force Likely

Difficulty:

Overview

Completion Point: Any location on the marked route where you intercept the Fixer.

Dangers: Fixer convoy, three cars, and six enemies, with reinforcements.

Reinforcements: Between two and four enemy vehicles after leaving vicinity of the Fixer takedown.

Rush out of the plaza the moment you begin hacking Helena's phone; this gives you vital extra seconds to locate a vehicle. Run ahead (north) or left (west) and appropriate a parked vehicle; hijacking one is much slower. Here are a few vehicles you may wish to consider using:

The Papavero: This sleek supercar provides the fastest acceleration and great cornering, allowing you to reach your target almost as quickly as a bike but with added protection.

The Nakahawa Zusume R: You already used this in an earlier mission, so you know how well it accelerates and handles; this is a great vehicle for head-on collisions, helping form a blockade and chase down your foes.

The Landrock Tributary: You can still reach any of the recommended insertion points (below) driving this truck (or perhaps something even bigger). It lasts longer before becoming inoperable and has better cover to hide behind, but it isn't as agile during a chase.

The Kuruhawa Kodachi: This, or any other sport bike, is a great choice if you're setting up for a vehicle takedown with weapons, as you can reach your insertion point quickly. It's obviously a poor choice if you want to ram or block your foes.

Ambush Points

To complete the next objective, you can intercept the Fixer convoy at any time before they arrive at the prison, after which the elimination objective begins. Once you're spotted and execute an offensive maneuver—such as getting too close to the convoy, ramming any enemy vehicle, or firing a weapon—you may have to give chase and take down the target. Here are three preferred locations to intercept:

Freeway, Under Pedestrian Bridge, Just East of Bram Steffan Pavilion

Accessibility Level:

To reach this freeway, head east from Willis Tower, then follow the convoy route to the freeway, just as it bends northeast, by the pedestrian footbridge. Ram the enemy vehicle with a large truck, or quickly prime the convoy route with IEDs. Then use the grassy area and footbridge to battle any foes; the park to the west is an easy escape option, too, especially if you came by bike. This is the earliest possible interception point, so be swift in reaching here!

Freeway Junction, West of City Marina

Accessibility Level:

This is a straight shot along the main west–east road from Willis Tower, making it extremely easy and quick to reach. There's a lot of traffic, and you can set up an ambush at the corner steps, drop IEDs at the junction, or even drive a vehicle to act as a blockade to snipe or lob grenades from. Just be quick, as the convoy reaches here rather quickly.

L-Train Tracks, South of Adams/Wabash Station

Accessibility Level:

This is an excellent spot for an ambush if you drive your bike up and onto the Adams/Wabash station and head south to the elevated tracks overlooking the road of the convoy route. From here, drop IEDs (not proximity ones unless the convoy is in range), create a traffic jam, prime a sniper rifle or grenade launcher, and ambush from above! Just don't miss, as chasing the foe from here is tricky!

Progression Plans

For the objective, there are a few methods of ensuring your victory and survival:

General Preplanning

Presupposition: The following assumes you've already learned the elements referenced in all earlier missions and have studied the general tactics on convoys; consult the introduction to the Criminal Convoys chapter for more information.

Flexibility: This interception may be an easy takedown or a lengthy vehicle chase. Be ready for either eventuality.

Guns for Show, Cars for a Pro: The vehicle you pick to intercept the Fixer with, and the weapons you have at your disposal, greatly influence your chances of success; recommendations are below.

Driving // Offensive: Ramming Speed

Difficulty:

There's a very quick way of ending the Fixer's journey: drive along one of the main arteries until you see the three-car convoy, accelerate, and crash into the middle vehicle. Timing is critically important; glance or spin the Fixer's car or miss it entirely and you risk your vehicle being wrecked by enemy gunfire and chasing down the Fixer automatically begins. Instead, ram the Fixer's car head-on, then block it so it can't move. Optionally get out and quickly shoot the Fixer in the head before returning to your vehicle. Take cover and attack the Fixer's allies or flee the scene.

For a slightly less chaotic version of this plan, ram the Fixer's car head-on but at a slower speed and in a bulky vehicle like a truck; then push it into a support pillar, wall, or corner of a structure to jam it. You may also wish to impede the vehicle from escaping by firing at its tires or strafing both foes inside to kill the Fixer.

Aggressive // Smart: Technology to Impede

Difficulty:

Find a location with traffic lights or a junction box and create congestion (or a suitable explosion or blackout): The trick here is to change the lights when the foes are around a block away so everyone slows to a crawl, and you can then employ whatever violent plan you may have (see below). Other options along this route include:

Aggressive // Violence: Getting a Bead

Difficulty:

Set up an ambush spot at either recommended location by parking a vehicle (ideally a truck or long car) in front of the oncoming traffic. This creates congestion and a place to take cover from. The convoy now slows and sometimes stops about half a block ahead: time enough to bring out your favored gun and bring down the target. Some executions to think about:

Aim a sniper rifle at the Fixer from as far away as possible, and tag him in the head—one shot, then a swift escape with minimal destruction! Try using the pedestrian bridges or elevated L-train tracks along the route for added safety and height, but bring a bike in case you miss your target and need to pursue.

Step out from cover and spray the target vehicle's tires and windshield with automatic gunfire until the Fixer is dead. Then flee to a vehicle you've already picked out or into an alley, away from the Fixers.

Hide or wait for the Fixer's car to stop when you're to the side of the vehicle, allowing you to aim through the passenger window at the Fixer.

Grenades and IEDs blow up cars real nice. Lobbing them accurately takes skill and practice, and the Fixer is more likely to bolt.

8.3 CHASING AND ESCAPING

Location / The Loop

- Kill Angelo Tucci before he escapes
- Kill Angelo's allies or escape

Vehicle Chase

Lethal Force Likely

Difficulty:

If you couldn't take down the Fixer at your preferred ramming location or ambush spot, he drives away at speed, and when his vehicle is impaired, he flees on foot. Much like any chase, there are two main methods of bringing down your target and avoiding the Fixers that are chasing you:

Driving // Offensive: Evasive Maneuvers and Ramming

Difficulty:

First, ignore any of the Fixer's allies until the Fixer is down. Check the main map and minimap, and chase the target with extreme focus. Don't race too quickly and take corners too sharply or you'll crash and fall behind. When you eventually reach the Fixer's vehicle, try any of the following:

Ram straight into the back of the car.

Attempt a PIT maneuver by striking the rear corner of the car, sending it fishtailing.

Sideswipe the vehicle so it crashes or grinds against the side of the road.

Predict where the car will be, and intercept it with a sideswipe.

Predict where the car will be, and intercept it with a head-on collision.

Push the target car into a narrow road or alley, where it can't drive around you.

Ram the target car until it starts to billow black smoke and the target exits.

If your vehicle becomes inoperable, quickly locate a new one and resume the chase.

At any point you can block the vehicle, or slow it down enough for you to exit and begin raking the vehicle with gunfire (particularly the tires and windshield).

Driving // Smart: Evasive Maneuvers and Jamming

Difficulty:

Along with all the general tactics for running down an enemy vehicle, you can stop the Fixer's car by utilizing the many hackable objects around Chicago. If you've unlocked enough Skill Points to access certain hacks, try the following (and remember to avoid the ensuing accident if it occurs!):

Hack traffic lights to cause congestion.

Hack junction boxes so they blow, striking the vehicle.

Hack bollards so they rise, stopping the vehicle.

Hack bridges so they rise, slowing your Fixer's vehicle.

Hack spikes so the Fixer's car tires blow out.

Hack steam pipes so they blow, disintegrating the vehicle.

Then ram or block the Fixer's car and destroy it or get out and slay the Fixer.

Aggressive // Violence: An Execution That's Damning

Difficulty:

When the target tries to escape, there are various (and sometimes hilarious) ways to bring about his demise:

Drive over him in your vehicle.

Shoot him in the head with your pistol.

Strafe him with any automatic rifle or machine gun.

Watch him sprint off, then tag him with a sniper rifle.

Chase, leap, and tackle him to the ground.

Once the target is down, the Fixer's allies attempt to thwart you. Consult the general escape tactics, remembering what you did to lose the sphere of influence when fleeing the police (see the Training chapter). In this particular area of The Loop, you can employ any of the "Driving // Smart" tactics listed previously. In addition:

Open a garage door, head inside, close it behind you, and wait.

Flee The Loop to another district.

Weave in and out of alleys and main roads to confuse and lose your foes.

Use ramps to change height and locations quickly.

Hide under overpasses or bridges, away from city streets.

Seek cover in a location (such as the Marina) that you can easily escape from if you're in danger of being overwhelmed, and battle back against the Fixers, defeating them all.

Once the Fixer's allies give up the chase, this mission concludes.

MISSION REWARDS

Reputation GAIN or Loss
Exclusive Contract: Breakthrough now Available
Exclusive Contract: CTRL now Available
Exclusive Contract: The Palace now Available
Gained XP +500

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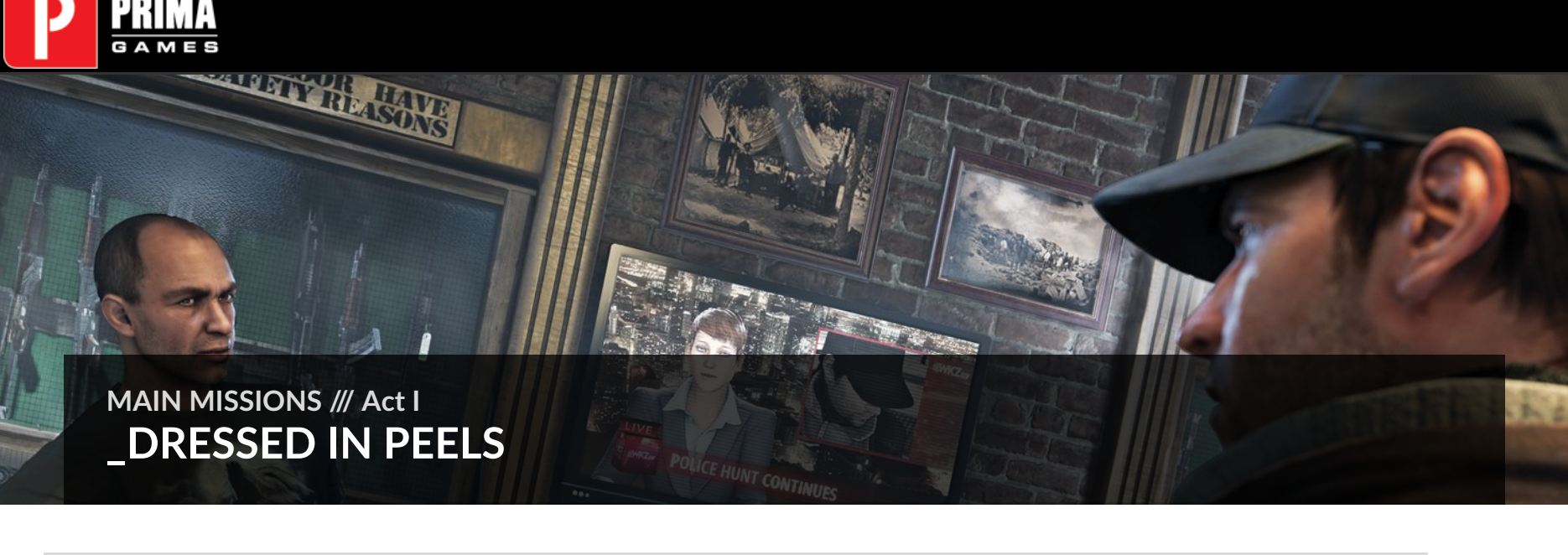

MAIN MISSIONS /// Act I

_DRESSED IN PEELS

OBJECTIVES

- Escape your cell
- Locate the survivor
- Access the network
- Find the stadium survivor: Raul Lionzo
- Reach basement
- Take out the corrupt guards
- Confront the survivor
- Exit the prison
- Escape the police

LOCATIONS // MAP

Location / The Loop // Palin Correctional Center

Palin Correctional Facility // Third Floor

Palin Correctional Facility // First Floor

Palin Correctional Facility // Second Floor

Palin Correctional Facility // Roof Yard

Waypoint: Raul Lionzo

Palin Correctional Facility // Basement Floor Laundry Room

Palin Correctional Facility // Roof Exit

Police Officers

9.1 IMPRISONING JOE SMITH

Location / The Loop // Palin Correctional Center

Escape your cell

Infiltration

Data Hack

Difficulty:

With a survivor in prison and possibly ready to implicate you, a plan most cunning is hatched; you speak to Jordi, who has a guy on the inside who can help you out. But you're actually going to wander into the prison and get yourself locked up! What could possibly go wrong? A lot, but this guide is here to ensure that doesn't happen: Start by heading over to the Palin Correctional Center and turning yourself in.

After some clandestine hacking thanks to a phone smuggled in by Jordi's contact, you begin in your own cell under an assumed name, armed with nothing but your wits. Peer through the cell-door window, and watch a prisoner being manhandled into his cell. Note the camera attached to one of the two guards.

Note

At this point, it becomes clear you need to locate the survivor. Although you can wander off the route detailed below, it isn't recommended, as you can be easily caught.

Overview

Completion Point: Ground floor gate to security area, Block B.

Dangers: Five prison guards (Veteran x5), all wearing cameras and carrying batons. Mission fails if they spot you.

The guards begin their patrol. Quickly access the camera on the nearer guard, and zoom into the view you see. As soon as the guard turns left, zoom into the camera on the second guard farther down the cell block.

This second guard turns right toward the control room, but you can't see the area you need to hack yet; instead, look up at the camera atop the control room, and zoom into it.

Quickly pan the camera to the top floor of the cell block to a guard looking out. Zoom into his camera. Then pan the guard's camera left slightly, watching for the control room door (just right of the large "B Block" insignia) and another guard heading out to patrol the balcony above the ground floor.

Zoom into this guard and be patient; you may want to trace the data flow along the ground to a gate below and to your right. That's a subsequent location to reach. But for now, wait until the guard turns around and starts walking back to the control room.

Zoom into the security camera inside the control room and look around. The main console control desk for the cell doors in this block is visible. A quick hack here, and your cell door springs open!

9.2 BREAKING AND ENTERING

Location / The Loop // Palin Correctional Center

Locate the survivor
Access the network

Infiltration

Data Hack

Difficulty:

Caution

Watch out! Following a path other than the ones detailed below usually results in capture! Although the guards can be partly alerted, make sure you're in cover and cannot be seen before they become fully alerted, or you'll be captured.

You stand by your open cell door, quickly chatting to Jordi. As the objective updates, step to the dish cart at the corner of the two corridors and plan your escape. You need the inmate schedule, which unfortunately is located on the ground floor of the control tower, across from you. There are two routes to try:

Passive: Left Corridor Dash

Difficulty:

Head left, following the corridor and hiding behind linen carts and pillars. Ignore the shouts of the inmates, but always check the guards patrolling the opposite corridors. Move only when they aren't looking or you risk being spotted. It's tricky, but usually possible to sneak between each cover spot without being seen, even if the guard is looking your way, but it isn't a great idea.

Turn right, checking the entire block quickly for guards, including the one below and right of you in the main hall area. Then scoot down the stairs to the pillar and linen cart. Check your route isn't being watched again, and then open the ground floor control room and insert yourself in there. You find the schedule, and the objective updates.

Aggressive // Stealth: Left Corridor Clash

Difficulty:

Don't tussle with the patrolling guard along the right corridor, as you may be spotted during the takedown. Ignore this guard for the moment, and dash along the left corridor from pillar to pillar and round the corner. Head into the guard tower, passing through the tower room before climbing the stairwell.

Head to the top floor, optionally unlocking the gate before entering the top guard tower room and bringing the waiting guard down with a melee strike. This can be a tricky takedown so wait for an opportune moment to strike. Check the room for crafting opportunities and an Audio Log, then wait by the door to the guard's left, watching the patrol of a guard along the left balcony. When this guard turns and looks out through the bars, creep up and bring him down silently.

This causes another guard on the opposite balcony to become suspicious and head to investigate his downed comrade. Hide behind the laundry trolley, then leap out and melee-strike him. Take his shotgun, but don't fire it or the mission fails. Now head back to the tower control room, and head down to the second (middle) floor.

Wait by the two elevators near the stairwell, with the control room to your right. When the patrolling guard along the left side heads north, sneak up behind him and drop him. This only leaves the guard down on the ground floor recreation area with the tables. When he moves away from you, sneak up and drop him, clearing out the entire cell block without being seen!

Once you're inside the bottom floor control office, swipe the schedule atop the desk. You call Jordi and ask where the exercise yard is—the survivor is located there. You need to access the network to reach the yard's cameras. For now, though, extricating yourself from Block B is imperative. Check the phone on an adjacent desk for another Audio Log before you go.

There's one way out of here: through the control room door facing into the main hall. If the ground-floor guard is still active, drop to cover immediately so he doesn't see you. Then creep past the stools to the next pillar and unlock the gate ahead and right of you (the waypoint). Check to see the direction the guard is facing. Wait a few moments after the gate opens, as the noise attracts the guard's attention. Then creep through the gate without stopping (as you might be seen), and continue around the corner to the left.

9.3 THE YARDBIRD IS SUMMONED

Location / The Loop // Palin Correctional Center

Overview

Completion Point: Elevator to basement

Dangers: Two guards (Veteran x2), each with a camera, carrying weapons. Melee strikes are okay, but gun takedowns fail the mission.

Find the stadium survivor: Raul Lionzo
Reach basement

Infiltration

Data Hack

Melee Force Likely

Difficulty:

Tip

Pick up any dropped weapons after a guard takedown, as some of these guns may be new and become unlocked once you have them in your collection.

Crouch under the window of the security area and note the following areas of interest:

The security room with a guard inside wearing a camera. He's armed with a shotgun, and there may be a crafting item to take, either in the security room or the server room.

The guard patrolling the far corridor to the server room, wearing a camera.

The server room (ahead and left) and elevators (ahead).

The two locked security gates.

After the discussion by the two guards, one inside the security office, quickly access the far guard's camera. If he's already started his patrol, simply wait for him to reappear, as rushing this gets you spotted and captured. At this point, there's really only one way to complete this safely:

Access the security guard's camera, then pan it until you spot the server guard. Access his camera, then remotely hack the server as the guard patrols and unlock the far security door; both hacking points are in the server room. Concentrate on the server giving you access to the yard's cameras, as you can unlock the gate later. Or do both at once. The server requires you solve a hotspot:

Solution: Hotspot 1

Tip

This hotspot has a node with a timer on it (in red). To save you some time and allow an easy hotspot solution, connect pathways to all other nodes before activating this one.

Your view moves to the exterior yard, filled with orange-jump-suited prisoners and numerous guards. Cycle through the cameras here, and listen for a tense conversation between a prisoner and two guards. Search this trio along the concrete dividing walls, near a guard with a camera. Tag the survivor, Raul Lionzo, as some crooked guards haul him out of the yard. You may feel better about taking down any prisoner officers from this point.

Back at the security area where you're hiding, you check in with Jordi, who reckons the survivor has been dragged to the prison's basement. Proceed to the elevator bank, which is now available for hacking. If you unlocked them in the server room, the security gates are both open. Remember to remove the second guard threat if you didn't already. There are two ways to descend:

Passive: Silence at the Security Gate

Difficulty:

If you have patience, no interest in guns, and want to risk being captured, you can summon the elevator and remain in hiding as one or both of the guards check it out. Once they return to their patrol, sneak through the open security gates to the corner of the elevator area and dart inside. This assumes you've already unlocked the gates. If you didn't, you'll need to enter the security office, using the guards' cameras and hack via the server room. If you dealt with the guards already, simply call the elevator and descend to the basement.

Aggressive // Stealth: Two Guards Receive a Throttling Fate

Difficulty:

After the security gates are open, you can wait for the guard in the security office to doze off or move away from the door; when he does, creep in and melee-strike, providing the server guard isn't watching. Gather the guard's shotgun and any items you wish. Then creep through the security gate, and either wait at the corner near the elevator or follow the second guard into the server room and melee-strike him.

When either plan is successful, summon and step into the elevator, then hack the button and ride it down to the basement.

9.4 CRUEL AND UNUSUAL PUNISHMENT

Location / The Loop // Palin Correctional Center

Take out the corrupt guards
Confront the survivor

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Prison exit, through the laundry room.

Dangers: Seven prison guards (Gunmen x7), armed with shotguns and sidearms.

Reinforcements: Enforcer, two prison guards (Gunmen x2) from the laundry elevator and side door.Survivor is also hostile. Any takedown is acceptable.

The security gate is open and the place is empty. It seems most of the guards in this facility are corrupt, and they've dragged your quarry to the laundry room for "questioning." Head into the office and gather the weapon there; it's usually a new type of shotgun, which you'll definitely need. Hack the switch in this office to gain access to the cameras inside the laundry room.

Access the cameras across the laundry room as two of the guards beat some information out of your suspect. There's little time to waste; access the camera on the far side of the room, and zoom in on the door switch, unlocking it and allowing access into the laundry room. Before you attempt to storm the laundry room, "tag" all the guards via the security cameras within the laundry room. Then check the storage room before the laundry room for any crafting items.

General Preplanning

Presupposition: This area requires minimal sneaking and maximum combat, as well as tactics you've already learned in earlier missions.

No Cameras: You have no need for cameras, as you should have used them to mark all your opponents; however, keep your smartphone on so you can access any regulators to blow pipes up.

Come for Chaos: Combat here almost always degenerates into slightly panicked shotgun blasts from close range. So keep an eye on your ammo (reloading during a gunfight takes a lot longer with this armament) and another on the following combat options.

Stay for the Enforcer: This is your first opportunity during the main missions to face down the most frightening enemy of all—the Enforcer! If you're not prepared, this could be your last stand!

Tip

If your mission degenerates into combat, you may need to pick up dropped ammo and weapons from those you've killed. Remember you're only carrying the weapons you've picked up; there's nothing from your usual ammunition, projectiles, or other types of offensive ordnance.

Caution

Your objective explicitly states to "take out" the corrupt guards. Which is everyone in here except for the prisoner. Passive actions are not called for here.

Aggressive // Violence: Cleaning the Laundry Room of Corruption

Difficulty:

Why not wade in with your shotgun blasting? From the doors, you can scoot into a raised office area on the room's left side (which you can be hemmed in by and attacked from either side as well as through the windows, so don't camp here), over to a linen cart (good initially, but too exposed for main defenses), or to the low wall on the room's right. The latter is advisable, as you can quickly reach the corners and sweep around the perimeter walls, offing foes in a violent ballet of shotgun blasting.

The route through this room depends on the imminent threats; be sure you've marked all foes using the cameras before you arrived here, and watch the side door and laundry elevator for the dreaded Enforcer reinforcement. Venturing into the middle of the room isn't wise, as you can be attacked from more directions, so stay near the low walls, pillars, and shelving. Don't go toward the elevator area until you down most foes so you don't have to deal with too many enemies at once.

Aggressive // Violence: Causing Minimal Disruption

Difficulty:

You don't have to risk dying by wanton acts of stupidity; you can simply open the laundry room doors and wait behind them, tagging two or three foes as they scurry to different cover options or up into the raised office area. Staying at the entrance, being patient, and moving between here and the initial cover options detailed previously (the edge of the office, the linen cart, or the right wall) and back again means you have more control over this part of the room and can retreat if you're outgunned. Just watch those flapping doors obscuring your aim!

Caution

Watch yourself when you finally enter the laundry room, as the doors lock behind you; you can't come back here once you're through!

Aggressive // Smart: A Pressurized Eruption

Difficulty:

To further reduce the threat level of your enemies, detonate the regulators for two of the pipes on the wall and the junction boxes. The best time to do this is during the camera watching earlier, as two foes are standing close to a pipe. When combat occurs, it's usually easier to simply blast them with your gun instead of waiting to line up a foe near some scenery. Plus, the escaping steam means you can't use that immediate area for cover. It's important not to blow up the junction box inside the raised office area, as this is the easiest way to deal with the first reinforcement threat.

Tip

If foes are dug in behind low cover, try vaulting or sliding over the cover and into them; this knocks them out automatically. Low on weapons? Loot them from corpses, then reload by accessing the ammo box inside the raised office.

It's wise to leave one guard alive just before the first wave of combat finishes; this way you can craft any items from the components you've picked up throughout the prison and reload at the ammo box inside the raised office area. Shoot the final guard and then prepare for a nasty fight with a fully armored, shotgun-wielding Enforcer that appears from the laundry elevator in the room's northeast corner. There are numerous ways to defeat him, some much more difficult than others:

Aggressive // Violence: An Enforcer Interruption: Gunplay

Difficulty:

Bring out your shotgun, then a machine gun dropped by a guard, and lay into the foe with everything you've got. This guy can take upwards of four shotgun blasts to the head without slowing down! Of course, you can't slow down, so stay mobile and in cover. After around upwards of four continuous blasts (and visits to the ammo box inside the raised office), the Enforcer finally yields. Bursting pipes during this fight also helps whittle down the Enforcer's armor. But this isn't the preferred way to remove this threat!

Tip

Pumping shells into the Enforcer's armored hide without being killed is tough; try using your Focus here to really hammer the foe between breathers.

Aggressive // Smart: An Enforcer Interruption: Detonations

Difficulty:

While coaxing the armored behemoth to follow you, sprint around and up into the raised office area. Locate the junction box on the wall, which is rigged to explode when you hack it. Peek out and coax the Enforcer into the office, then step out (so you aren't caught by the explosion) and detonate the box. The Enforcer usually falls, but step in and blast him with your shotgun to make sure. Other options include:

Scrambling to make a crafted IED or other projectile from the items you've picked up during the prison escape and using it on the Enforcer.

Previously purchasing the Enforcer Takedown perk, which allows you to run up, grab the Enforcer, and beat him down to the ground with a protracted melee strike.

Aggressive // Violence: A Final Repulsion

Difficulty:

With the Enforcer downed, refill your ammo at the box in the raised office, and use some of it on two guards milling about near a now-open door in the laundry room's southeast corner. Simply wade in with your shotgun, or hide and pop out to blast these fools, who don't pose much of a threat.

When the battle in the laundry room is over, your objective may update and confronting the survivor is your next option. However, there are two ways this plays out, depending on how trigger-happy you were during the previous combat:

Shot with a Gun: If you're overly aggressive and storm the laundry room, don't use cover as often, and start blasting foes with shotgun fire without any kind of forethought, you may hit the survivor. This doesn't fail the mission, but it forgoes this objective. Exit the prison at this point.

Threatened with a Phone: Unlock the door at the end of a small metal gantry where the two final foes came in from. Step into a maintenance area, where a wounded Raul Lionzo attempts to crawl from you. After some rather mellow threatening, and the threat of hacking and changing the severity of Raul's sentencing in case he squeals, the wounded gangbanger realizes he really shouldn't be implicating you. Your chat is interrupted by an announcement of a gathering force outside the prison. Time to leave!

9.5 THE UNWELCOME COMMITTEE

Location / The Loop // Palin Correctional Center

Exit the prison
Escape the police

Escape

Vehicle Chase

Lethal Force Likely

Difficulty:

Overview

Completion Point: Prison exterior exit, through the last security room.

Dangers: Police alert level 4; multiple patrol officers, squad cars, and a helicopter, all hostile.

Head through the side door of the laundry room and into a service elevator where Jordi has left you a "care package." You emerge from the laundry elevator resplendent in your overcoat and full complement of weapons. You may need them; the police radio crackles with activity as Chicago's finest are beginning to assemble outside this facility. Head through the open doors and into the security office, bringing out your phone to hack the lock near the gate. Before leaving, check the security office for items, including an Audio Log, crafting item, and Jam Coms you can use during the escape. Remember to equip it in your Weapon Wheel first!

Stepping outside, you're greeted by two patrol officers with pistols drawn and a couple of squad cars on this rooftop parking lot. Oh, here comes two more. And a helicopter. It's probably time to put one of your cunning escape plans into action. But which one?

Passive // Flee: Making Tracks

Difficulty:

Fleeing on foot seems less than sensible, but it can be most spectacular if you have a head for heights. Rush left, toward the gap in the concrete fence. Leap off the structure and onto the platform attached to the L-train. From here you can flee in either direction, and the police are reluctant to follow you. Rush to the next station, or drop down and hide in an alley. Other options include:

Dashing left and down the metal steps to the next level, watching for incoming gunfire from the cops.

Dashing to the main stairwell directly opposite you and descending to the park exit.

These two options lead to a protracted police battle, and you're outgunned, even if you use the scenery to help explode vehicles or strike officers or if you've gathered or created a variety of entertaining explosives.

Caution

Jumping from the roof to the sidewalk below is a terrible plan, so don't try it as it results in a messy death.

Aggressive // Violence: Police Attacks

Difficulty:

Engaging in an all-out war with the cops is usually pointless, as your Heat level simply rises to five, the helicopters with sharpshooters arrive, and you're completely outgunned. If you must slay officers of the law, clear the immediate area and then choose a vehicle to escape in. It can be entertaining, but you won't gather experience points for such disgraceful actions.

Driving // Defensive: Wheelman Acts

Difficulty:

There's usually a parked vehicle to your right, which is perfect for a swift getaway—the quicker the better, as you don't want to wait around for the cops to triangulate your position. You have a variety of exits: (1) to the left through the gap in the concrete fence and over or onto the L-train tracks; (2) ahead and left, up a ramped shipping container to an impressive jump and out of the area (you can actually slow slightly and land on the train tracks, and flee on the tracks, which is most entertaining!); or (3) down the curved ramp like a normal driver. The latter isn't recommended, as the cops can easily pin you as you descend to ground level.

If you do manage to leave the parking lot by the ramps, head out of the open garage to the southeast, make a 180-degree turn, and race west into oncoming traffic. Line yourself up with a ramp across the concrete pedestrian plaza and launch over, nudging left as you fly across a road and into a second pedestrian-heavy area. From here you can easily escape the police search area.

Assuming you actually managed to leave the prison parking structure, you now have to deal with a Heat Level 4 police threat. As your actions and escape route are completely up to you, only general strategies are helpful. Once you've shaken the police off, this mission concludes.

MISSION REWARDS

Gained XP +500

Act I Complete: Family Man Achievement Awarded

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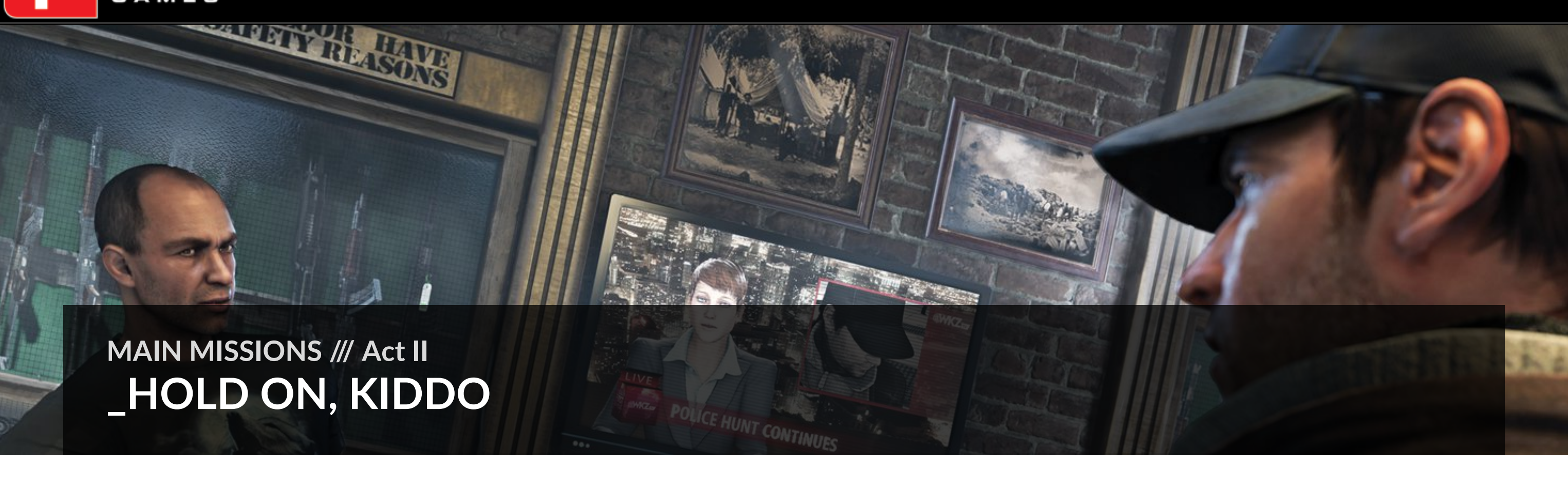

MAIN MISSIONS /// Act II

_HOLD ON, KIDDO

MINOR SPOILER

OBJECTIVES

- Meet Damien at the plaza
- Reach Nicky's House
- Get to train station where Jackson is located
- Hack the train to get Jackson to safety undetected
- Take down the Fixers before they reach Jackson
- Eliminate the remaining Fixers
- Board the L-train

1.1 QUID PRO AND ALL THAT

Location / The Loop // The Island, Riverside Plaza

Location / Parker Square // Nicky's House

- Meet Damien at the plaza
- Reach Nicky's House

Driving Investigation

Difficulty:

Damien calls and wants to meet. He's made the location rather public—a plaza on the eastern side of the Island (western part of The Loop). Arrive here on a bike for a quick getaway. After an extremely troubling phone call from Damien and an equally worrying video splashed on the massive ctOS screens near the plaza you rendezvoused at, you're propelled directly to your sister's house.

Tag Nicky's House in Parker Square on your GPS and head there immediately. Hack the gates open as you arrive. Use a vehicle you find most suitable, such as a bike, which allows swift and nimble maneuvering.

Tip

You may also wish to use the L-train Fast-Travel option and disembark at Keele Station.

Damien is goading you with talk of your family's predicament. After an altercation in the kitchen, you hear Nicky in distress and narrowly stop yourself from killing your ex-partner. Nicky has been taken. Damien wants you to find out who ordered the hit on you both and decipher a hard drive. The hunt for a second hacker begins soon. But for now, Jackson's whereabouts are your utmost priority.

1.2 ASSAULT ON PAULSON

Location / Parker Square // Nicky's House

Location / Parker Square // Paulson Station

- Get to train station where Jackson is located
- Hack the train to get Jackson to safety undetected

Driving Investigation

Investigation

Data Hack

Difficulty:

Overview

Completion Point: Husker Station, after removing all Fixer threats.

Dangers: Two vehicles, each with Fixers, three in each vehicle (Gunmen x6). Two Shot-Callers.

Outside Nicky's house, you triangulate a signal. It's Jackson! However, the signal is faint. Return to your vehicle—or ideally, the bike parked on the street—head right (southwest), exit the High Grove gates, and immediately turn left (south) onto the main road. Make the first left (or you'll head under the L-train station you're trying to reach).

At the end of the road, weave right, then immediately left to reach Paulson Station. You want to be on the right (south) side of the road adjacent to the station platform, so you can impede the vehicles in the forthcoming chase. You also have the option (at the stop sign at the end of the previous road) to head straight down an alley, placing you to the left (north) side of the station road. Either is advisable.

Once you're in position, the objective updates as the train carrying Jackson arrives at the station. Unfortunately, two sets of Fixers (three Gunmen each from two cars) have parked on the road and exited their vehicles. They're after your nephew! Act quickly, but not violently.

Passive // Smart: Platform Shoos

Difficulty:

Interacting with the enemy at this point fails your mission; you require a clandestine method of hacking the train so it departs without the Fixers on it and with Jackson still relatively safe. Try one of the following:

Hack a nearby security camera, which offers a view of the platform. You can see the six Fixers (three from each direction) heading up the platform steps. Ignore them and hack the train so it departs.

Or, hack a security camera, profiling one of the Fixer groups and searching out the foe with a camera on his person. Wait until he's up the steps and looking at the train, then hack the train so it departs.

At this point, the Fixers retreat to their vehicles and attempt to intercept Jackson at the next station to the south of your current location (Husker Station). Let's remove these threats before then. Lethal force is now available.

1.3 STATION TO STATION

Location / Parker Square // Paulson Station

Location / Parker Square // Paulson Station

- Take down the Fixers before they reach Jackson
- Eliminate the remaining Fixers

Vehicle Chase

Foot Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Paulson Station, after removing all Fixer threats.

Dangers: Two vehicles, each with Fixers, three in each vehicle (Gunmen x 6). Two Shot-Callers.

Reinforcements: Two vehicles, each with Fixers, two in each vehicle (Gunmen x2, Veterans x2).

General Preplanning

Vehicle Choice: You begin crouched near a vehicle, which is perfectly serviceable for the upcoming chase. Or, check the adjacent parking lot for another car more to your liking or find the vehicle or bike you came here on. Don't freak out as the foes speed away; pick a vehicle and give chase!

Competency and Prediction: Watch for pedestrian casualties, and study the map of the route the foe is taking. There are a few shortcuts (see below), but this is mostly a street battle. Work on perfecting squeezing through oncoming traffic, cutting corners, and using sidewalks.

General Chase Planning: Consult the Training section for more information.

A chaotic chase now begins with you pursuing the two Fixer vehicles from this station. You head south (as shown on the world map), with both enemy vehicles taking the same streets (and alley) in order to reach Paulson station. Your first priority is removing these threats, and then taking out any reinforcement vehicles (there are likely to be at least two) afterward. Of course, there are numerous cunning plans to try first!

Aggressive // Violence: Halting Fixers at the Station

Difficulty:

With a bit of hindsight, you have a few seconds to destroy both Fixer vehicles before your foes leave the initial station! A stealthy plan isn't advisable here, but offensive weaponry certainly is! You can:

Quickly lob an IED (ideally a proximity IED) onto each vehicle so it sticks to it. When the foes drive away, each car explodes, crippling their ability to chase down Jackson. Now mop up any survivors, starting with the Shot-Callers. Use grenades or a grenade launcher to achieve similar results.

The foes always leave the station heading south, so an IED or proximity IED placed on the road close to the clothing store or near the front bumper of each car has a similar effect (though more chance of collateral damage or missing the escaping vehicles).

Or, you can simply let rip with your favorite weapon. Blast the tires of the south vehicle first, then the north, so both are incapacitated and a chase doesn't even need to begin. Then concentrate on your human foes.

Driving // Smart: Infrastructure Manipulation

Difficulty:

You have the benefit of ctOS infrastructure at your fingertips, and if you purchased the skills, there are several places along the route where you can stop your foes:

The vehicles turn right, then left at the clothing store (blockers).

Over the bridge, they head through traffic lights and continue south (steam pipe).

Through a second set of traffic lights, they turn right (steam pipe).

Then they turn left (south) again (traffic lights), then left (traffic lights), heading over a steam pipe. Next they turn right, into an alley (blockers at each end).

Finally, they skid left and head toward the station (two sets of traffic lights).

If you haven't removed the threat by this point, consider a different line of work.

Driving // Offensive: Ramming Speed and Navigation

Difficulty:

As the enemies depart, you may elect to find a more hardy vehicle, such as a truck, and try to ram both foes. Ignore the reinforcements and focus on the following:

Ram straight into the back of each car.

Attempt a PIT maneuver by striking the rear corner of each car, sending it fishtailing.

Sideswipe either vehicle so it veers off and crashes or grinds against the side of a road.

Predict where the cars will be and intercept them with a sideswipe.

Predict where the cars will be and intercept them with a head-on collision.

Try to push your vehicle and the cars into a jam with other vehicles, where it can't drive around you.

Continue to ram each target car until it starts to billow black smoke and the target exits.

If your vehicle becomes inoperable, quickly locate a new one and resume the chase.

Accelerate to unsafe speeds and pass the foes, then execute blocking maneuvers.

Accelerate to unsafe speeds and pass the foes, then drive in front so it sideswipes you, and you both crash and slow down.

At any point you can block the vehicle or slow it down enough for you to exit, and begin raking the vehicle with gunfire (particularly the tires and windshield).

Tip

Remember, your priority is stopping the two vehicles; the occupants inside aren't mandatory kills until the objective updates.

Driving // Defensive: Blocking Foes Takes Coordination

Difficulty:

You may wish to break off car combat with the enemy and race south, passing all foes and getting ahead to set a few traps along their route. The best place for this is at the alley's far end, just before they turn toward the road leading to the station. Park up here and raise the blockers. Once you spot the foes heading your way, bring out the sniper rifle and shoot tires or occupants. Then switch to lobbing projectiles or blasting away with close-assault weapons or a grenade launcher. The foes are in an area where you can contain the massacre!

Aggressive // Violence: A Firefight Is the Culmination

Difficulty:

If all else fails, or if you wish to skip the chase and head directly to the station, your final option is to conduct combat at the bridge and station platform. This isn't subtle, and the foes can easily overwhelm you. Place vehicles on the bridge and snipe as the foes reach you. Then retreat down the steps to the platform, leaving an IED or two to prevent the enemy from following you. Ensure the choke point in the middle of the bridge isn't compromised. If you wish, use the freeway and shoulder on either side of the station to head up and around to outflank the foe. And bring lots of bullets.

After you incapacitate the two target vehicles, switch to your weapons and start mopping up, or drive over any escaping enemies. No one can leave, so perform the techniques you've successfully employed to defeat any adversaries: Look for plentiful cover, ensure you have lots of ammunition, and exit your vehicle. Put shots into any approaching Fixer vehicles, and kill the occupants as you have in the past. Check the Training section for more information. Using cover and machine-gun fire, hacking the electronics on your foes, and lobbing grenades or IEDs are all tried-and-true plans.

1.4 JACKS AND FOUND

Location / Parker Square // Paulson Station

- Board the L-Train

Investigation

Difficulty:

Locate the train at the station indicated on your world map, hopping over the freeway barrier if you can't reach the platform stairs. The mission concludes with you and Jackson meeting Yolanda, Jackson's therapist. You make up a half-truth about Nicky and Jackson's grieving before you're left on the station platform. The mission concludes.

Tip

Remember to check the full Train tutorial (in-game) at this point, in case you wish to expend points to control L-trains across Chicago.

Note

In order to start Main Mission: Breakable Things, you must complete the Pawnshop mission and then infiltrate and bring the ctOS control center in Brandon Docks under your control.

MISSION REWARDS

Gained XP: +500

Pawnshop Mission Now Available

ctOS Center: Brandon Docks Must Be Unlocked

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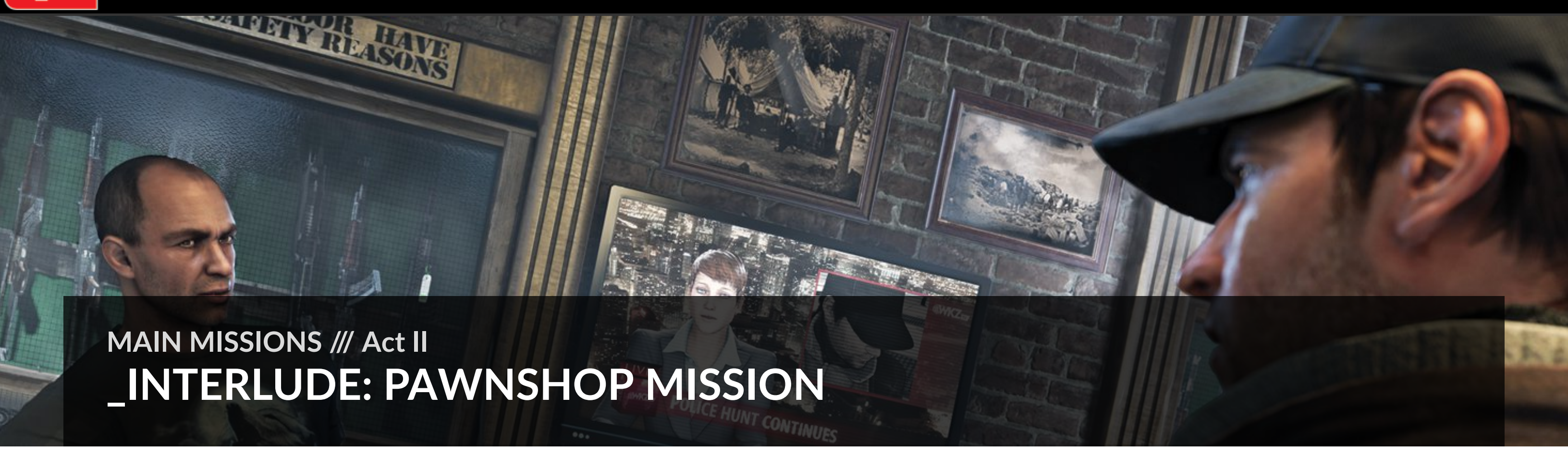

MAIN MISSIONS /// Act II

_INTERLUDE: PAWNSHOP MISSION

OBJECTIVES

Buy some crafting components

1.5 PAPA B'S PAWNSHOP PROJECTILES

Location / Parker Square // Papa B's Pawnshop

Investigation

Difficulty:

Find a vehicle, and drive to the pawnshop in Parker Square. As you reach Papa B's, the objective updates. Obviously it's worth having some cash with you ($1,550 if you want to buy the maximum of everything once) to make the most of the shopping you're about to do. Step into the store, and head toward the counter to shop. You're about to purchase components, which you will use to craft handy tools.

Once you're at the Item screen, the number of items you can purchase depends on what you're currently carrying (which you can see when you bring up the Weapon Wheel). Remember you can also pick up these items (without paying for them) randomly when you search locations throughout missions. The following items are on offer:

Price	Maximum Carried	Craftable Items
Electronic Parts	$50 each	10
Chemical Component	$100 each	3
Unstable Chemical Component	$250 each	3

Note

From left to right, the crafting components on your Weapon Wheel are meds (from pharmacies), system keys (hacked from phones lying around or carried by citizens), electronic parts, chemical components, and unstable chemical components (all from pawnshops).

Purchase what you like, and leave to complete this mission. Remember that:

You don't need to purchase more than you really need. A simple electronics parts purchase is fine and completes the mission.

Check your Skill Tree for the Crafted Items skills you've purchased; you can't create items until these skills are unlocked too.

It is recommended to have the ability to craft at least lures, frag grenades, and IEDs by this point in the main mission.

Don't forget that Focus-related crafting occurs after purchases from pharmacies (meds).

At this point, you should already be familiar with crafting and should have purchased at least one or two of the skills in the "Crafted Items" section of the Skill Tree. The pawnshop's merchandise allows the following items to be crafted:

Item (and Skill Required)	Components Required (Pawnshop)	Other Components Required
Lure*	Electronic Parts	None
Jam Coms	Electronic Parts	System Key
Blackout	Electronic Parts	System Key (2)
ctOS Scan	Electronic Parts	System Key
Frag Grenade*	Chemical Component	None
IED*	Electronic Parts, Unstable Chemical Component	None
Proximity IED*	Electronic Parts, Unstable Chemical Component	None

* These items can be crafted without locating components that the pawnshop doesn't sell.

Caution

Watch out: when you're close to the shopkeeper, don't bring up the Weapon Wheel too quickly and accidentally select a weapon, as you may cause him to think you're robbing the place!

Tip

Professional Fixers like to visit pawnshops before each mission, "fill up" on components, craft the items they need, then fill up again with more components at the pawnshop. This lets them use up items during missions, then find a place to hide and craft more, so they can carry the maximum amount of projectiles. This trick is called crafting "on the fly".

Tip

"On the fly" crafters should also be interested in purchasing the Combat // Demolitionist and Expert Demolitionist skills, as they increase the number of carried explosives (grenades and IEDs). At the theoretical maximum, you can carry 24 projectiles:

- Six frag grenades (crafted)
- Six IEDs (crafted)
- Six proximity IEDs (crafted)
- Components allowing three frag grenades and either three IEDs or three proximity IEDs (Weapon Wheel)

This doesn't help in your crafting, but you can also rob the business after purchasing all the items you need. This reduces your Reputation, and you're stealing cash, not components. Also be aware that as you progress, news reports may appear on the screen behind the counter, leading to a shopkeeper recognizing you and raising the alarm. So your Reputation has some consequences!

MISSION REWARDS

Craftable Items

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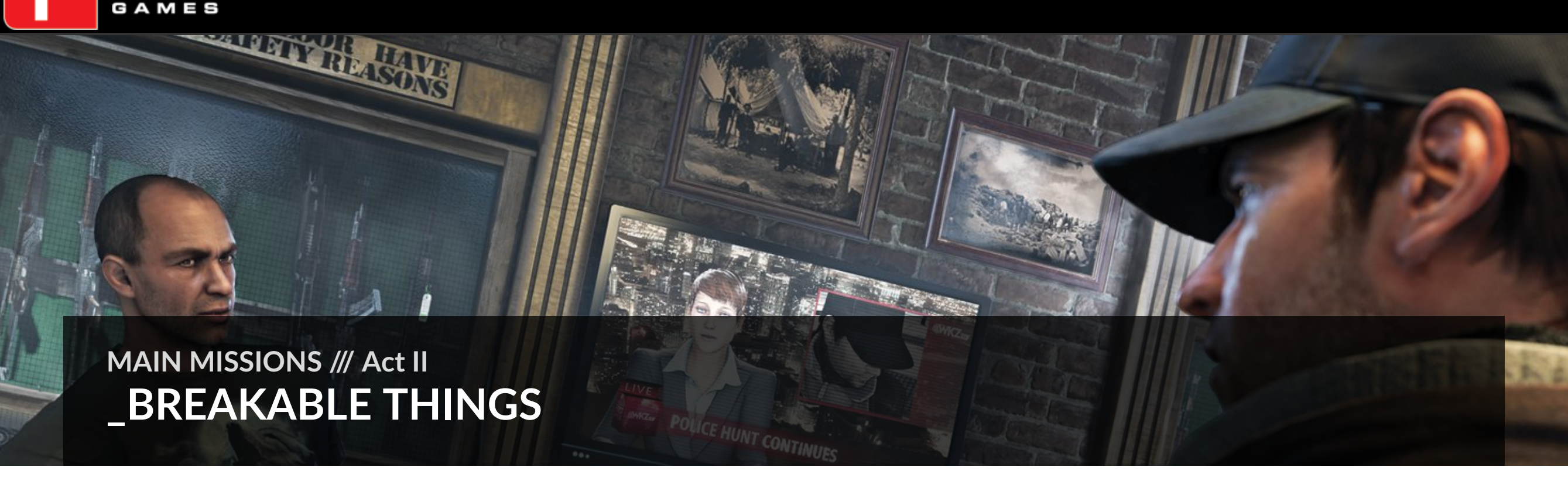

MAIN MISSIONS /// Act II

_BREAKABLE THINGS

OBJECTIVES

- Find the Head Office access code
- Enter Racine's office
- Hack Racine's cell phone
- Take down target
- Escape The Club reinforcements

LOCATIONS // MAP

Location 01 / Brandon Docks // RACINE YACHT CLUB

Note

This Mission requires ctOS Control Center: Brandon Docks to be unlocked first.

2.1 WINDY CITY MARINA MANEUVERS

Location / Brandon Docks // Chicago Yacht Club

Find the Head Office access code

Infiltration

Data Hack

Lethal Force Likely

Difficulty:

Overview

Completion Point: The guard with the hackable phone with access code.

Dangers: Nine Club members loyal to Racine (Gunmen x6, Veterans x2, Enforcer x1). Two of these are Shot-Callers (Gunman x1, Veteran x1)

Reinforcements: Between one and four Club members (usually Gunmen) approaching from the perimeter.

Insertion Points

Entrance Gate (West)

Accessibility Level:

This side entrance where a van is parked is the nearest location to your start. There are numerous cover and scenic interactions available here, and only two guards in the immediate vicinity. You can easily circumvent the interior warehouse guards (via the side door right of the first foe) if you're following a more stealth-based path. This is an area where you can also remove four outside threats before heading into the warehouse (ideally through the unlocked door and not via the fiercely guarded workshop area). There's a route up from a forklift onto the rooftop that is an excellent way to ignore combat too.

Main Entrance Gate and Mesh Gate (North)

Accessibility Level:

From the north are the main gates (hackable) and a nearby mesh gate (unlocked); both allow access into the yard from north to south. Beware of a foe with a camera, a Shot-Caller by the south warehouse ramp entrance, and a terrifying Enforcer inside the workshop garage. However, this is a great place to start marking foes, and the boat racks near the dock make good hiding places if the mission degenerates into ugly combat. There's a straight shot into the warehouse too. Finally, don't forget the construction lift just outside of the mesh fence; ride this up onto the northern warehouse roof and lay down fire and lob projectiles from this reasonably secure location. Don't fall off the roof!

Dockside Mesh Gate and Docks (Northeast and East)

Accessibility Level:

This is perhaps the least effective place to infiltrate from; aside from running to the gate in the northeast corner of the restricted zone, you'll need a boat (or swim) if you want to approach from the east. When you enter the dock or boat racks, there are few opportunities to infiltrate the warehouse building—there's nothing to climb up until after you remove the Shot-Caller by the warehouse ramp and the camera-wearing patrol. You can continue to skirt the perimeter from here, though.

Rear Yard Mesh Gates (Southeast and South)

Accessibility Level:

This is another good, often overlooked option. There are two unlocked mesh gates (one with a car you can use during the last part of this mission), and only one patrolling guard in this smaller rear yard. Though you have to watch for foes inside the warehouse spotting you through the openings, these entrances are excellent for hacking the guard and finding a route up to Racine's office. Use the door to the southeast and open bay to hack the guard and use the closed door in the middle (along with quick takedowns) for reaching Racine's office when it needs assaulting.

Progression Plans

You may now try one, parts of, or any combination of the following methods to access the guard to hack and Racine's office:

General Preplanning

Presupposition: This mission requires sneaking and possibly combat, so make sure you've already learned the elements referenced in all earlier missions.

Camera Positions: You can't mark all foes with a single camera access chain, so move to different perimeter parts if necessary or execute a crafted ctOS scan. However, there are passive ways to circumvent enemy interaction entirely!

Perimeter Check: It's usually better to pick an insertion point and stick with it; though checking the entire perimeter while marking foes using the cameras is a good use of your time too.

Be Prepared: Though guns aren't necessary, you do face nine foes and the Shot-Callers, so combat is possible. Be sure you're tooled up with a shotgun, pistol, machine gun, grenades, and lures. Anything more than that is considered advantageous too.

Tip

If your mission degenerates into combat, pick up dropped ammo and weapons from those you've killed. Also keep one foe alive before the next objective starts so you can sweep the area for an Audio Log and crafting items.

Passive // Smart: An Impressive Camera Trick

Difficulty:

This option enables you to hack the guard without even stepping foot into the yard! From the western gate, maneuver through the cameras to the one on the pole above the Shot-Caller, at the warehouse ramp. Access two more cameras inside the first warehouse workshop and spot a laptop camera through a window. Access it, then the camera on the wall above the window. You can see the guard atop the balcony with the access code. Hack him!

Aggressive // Stealth: Minimum Casualties to Pick (Route 1)

Difficulty:

Enter from the western gate area, dealing with the patrolling guard (attract with the protector, explode over the junction box, or melee takedown by the van) and the second stationary guard on the left. Then carefully sneak across to the metal door on your right and enter the ground-level warehouse office.

There's crafting items and a grenade to play with, but you're here to find the foe with the phone to hack. He's usually standing directly above you, so employ sneak and melee strikes when he or others moves to patrol (or use the junction box or transformer vault explosion to attract or hurt him). You can also use cameras as your eyes and hack remotely. You don't need to encroach any farther than this office if you're using the forklift route back outside to reach Racine's office. Or, continue into the warehouse and begin gun battling.

Aggressive // Stealth: Minimum Casualties to Pick (Route 2)

Difficulty:

From your starting point, move around to either of the southern gates leading into the rear yard. There's a single foe to defeat, ideally using melee strikes or a junction box explosion, not gunfire. You can use the forklift here to attract the guard. Then move to the bay window ramp or the door around the corner from it, and search out the hackable guard, either remotely or by sneaking into the warehouse. Retreat back into the rear yard and choose a route to reach Racine's office.

Aggressive // Smart: Yard Manipulations with a Simple Click

Difficulty:

This yard has several malleable pieces of scenery to use to your advantage at various times:

There are numerous junction boxes on walls and transformer vaults on floors, including one by the west gate, one near the propane tank by the workshop ramp, one by the stairs leading to the office inside the workshop, and one by some explosive barrels at the bottom of the balcony steps inside the warehouse. All alert the guards but can distract and cause chaos.

The propane tank is a great way to remove the Shot-Caller outside, but be prepared to deal with the combat that follows.

Regulators are a smaller option to knock a foe off their feet but not kill them.

Raise the protectors in the yard; this attracts foes to them, and you can sneak behind and tackle them.

Raise protectors to hide behind, then start a firefight. But close them up before you complete your next objective, as they can prevent you from driving out of this yard when chasing Racine (during the last part of this mission).

There are two ctOS boxes—one is on the other side of the road to your starting position, and the other is on the grass east of the north gates. Hack or destroy them to cause a blackout, which helps you gain entry into the area (if you're approaching at night). Be swift, as the generators kick back on around ten seconds later.

Lures are also excellent for coaxing foes away from a route you're taking or toward a melee takedown; they are a good, nonviolent way to move the foes from the workshop garage out of your route and up the interior office stairs.

Finally, aside from the propane tank, there are several explosive barrels to shoot at, causing an explosion to alert or damage enemies.

Tip

Remember that hacking the guards—to distract, explode their grenade, stop reinforcements from being called, and disrupt their comm channel—is a great way to confuse and bewilder. However, the random nature of which guard you can hack makes the outcome different each time.

Aggressive // Violence: Yard Casualties Uptick

Difficulty:

Whenever your stealth plans hit a snag or you want to test your aim, start a firefight, but beware that there are Shot-Callers inside the warehouse. Choose any of the previously described routes to take. If you massacre methodically, employ guns, and manipulate scenery, you can advance reasonably quickly. Shoot through the glass workshop window.

Shots at the propane tank get things off to a pleasantly violent start. Shotguns, automatic weapons, and pistols are also great, especially when aimed at the head. Sniper rifles are less helpful.

As ever, moving into a corner means you can't escape, but if there's adequate cover (e.g., the protectors, boat racks, warehouse corners or balcony, or the stairs by Racine's office), you can whittle down the foes or stalk them.

As previously discussed, projectiles (lures) are excellent when the action hasn't reached this level of mayhem. But grenades are great to use, especially inside (providing you're not too close).

IEDs and proximity IEDs are excellent for placing on guard routes (especially an advancing Enforcer) and detonating near the propane tank, transformer vaults, or other explosive scenery.

Tip

If you intend to kill everyone, start with the Enforcer. Use cameras to pinpoint him in the workshop, then detonate the transformer vault he's standing near. Be sure he falls to explosions; this is much easier than shooting him (though the Enforcer Combat Take Down skill is the only way to melee-strike this foe into submission).

Driving // Offensive: Ram into the Workshop if You're Quick

Difficulty:

Perhaps you'd like a leisurely drive into the yacht club? Well, instead, approach from the north, access the gate, drive around the left side of the parked van, and ram the Shot-Caller at the workshop ramp. Then drive up, park in the corner (ramming the Enforcer at the bottom of the stairs), and exit the vehicle. Bound up the stairs to cover, being careful of the exploding barrels. If you're on your bike, drive up the stairs. You then need to start a gun battle (or a very swift camera scan) to reach the hackable guard.

2.2 OFFICE ACCESS GRANTED

Location / Brandon Docks // Chicago Yacht Club

Enter Racine's office
Hack Racine's cell phone

Infiltration

Data Hack

Lethal Force Likely

Difficulty:

No matter whether the Yacht Club is still quiet or a massive firefight has erupted, there are only three routes up to Racine's office, located on the warehouse's upper level:

Insertion Points

Forklift Rooftop Sneaking

Accessibility Level:

By the warehouse's front ramp, near the Shot-Caller and propane tank, is a parked forklift. Climb onto the forklift pallet and then up onto the stepped roof. Pass the steam vent, and head along the flat roof above the workshop ramp. Vault over the open window to the lock to Racine's office.

Interior Workshop Stairs (from Yard)

Accessibility Level:

Approaching the interior stairs from the main yard area is tricky, due to the sheer number of foes and that Enforcer. You can use the ramp or the door to the right if sneaking is part of your plan. If you're in a firefight, though, you may simply wish to drive a vehicle up into the workshop, using it for protection as you park near the stairs and race up them. Wait at the top and drop foes who follow you up. Amid all this mayhem, don't forget to hack the wifi radio in the hangar for another Audio Log, either now or when you leave this place.

Interior Workshop Stairs (from Rear Yard or Warehouse)

Accessibility Level:

These same stairs are more easily accessed from the rear yard. There's minimal resistance unless the Enforcer spots you, but you can use cameras to mark foes patrolling, and there's only one enemy at the base of the steps to shoot, throttle, blow up using the junction box, or race past. You may need to repel pursuers afterward.

Hack the switch console after gathering any items. Once you're in Racine's office, survey the area. There's an AK-47 and a crafting item on his desk. But you're here to hack Racine's computer; this reveals a security camera inside a separate garage area, out of the restricted area to the southeast. Hack Racine's phone, and listen to his conversation with Damien. Then get ready—Racine is fleeing the scene!

2.3 RACING AFTER RACINE

Location / Brandon Docks // Chicago Yacht Club

Take down target
Escape The Club reinforcements

Vehicle Chase

Data Hack

Lethal Force Likely

Difficulty:

Overview

Completion Point: The twitching corpse of Robert Racine.

Dangers: Enforcer. Robert Racine. Up to six Club vehicles loyal to Racine.

The plan is to reach Racine in his vehicle, kill him, and hack his cell phone before escaping from The Club. Before you give chase, there are two matters to contend with. First, there's an Enforcer at the top of the stairs as you open the office door. Shooting it takes far too long, so try the following:

Hack the junction box behind the Enforcer, blowing it and the foe up.

Switch your Focus off, ignore the Enforcer entirely, and leap out the window to the left.

Lob a grenade or IED, and leap from the window to the left (detonate the IED if it isn't a proximity one).

The second matter to contend with is a vehicle chase. Hopefully you did some preplanning regarding which vehicle to use for this chase. You can:

Leap out of the window, drop to the front of the workshop entrance, and take the vehicle parked there, ideally out of the west gate entrance. If enemies are thwarting you, use your Focus to quickly dispatch them before entering the vehicle.

Or, if you parked a vehicle nearby, sprint to the west entrance, enter the vehicle (which ideally is positioned to the south), and begin the chase.

Or, sprint back down into the workshop and head south to the parked vehicle just outside the south gates, between the large yachts.

Driving // Smart: Not Getting Far

Difficulty:

With some preplanning, you can make the chase easier. Commandeer a large truck during your escape, and drive it toward the open gate Racine races for as he leaves his garage. Hack the gate so it closes, and Racine crashes into it. He hacks it open again, but by this time, you should have arrived and blocked the truck from escaping or slowed it down enough for you to disembark and lob an IED onto it or shoot or snipe Racine as he stops or tries to escape. At the very least, you caught up with Racine, so the subsequent chase is easier.

Driving // Offensive: The Roadway Spar

Difficulty:

If Racine is making a run for it, he always takes the same route. This is handy, as there are numerous opportunities to attempt the various evasive maneuvers and ramming you've previously learned. In addition, there are junction boxes, steam pipes, lights, and places to cut corners to reach the road ahead before Racine and block him.

He weaves along the road by the boat yard (steam pipe), takes a right under the L-train, and a sharp left at the lights (traffic lights). He then heads onto the rail tracks to the right. Follow him or stay on the road and block him when he launches from the makeshift jump and makes a left turn near a junction box.

This leads to a bridge; raising this is usually the easiest way to limit Racine's racing, as this is the time he tends to call on reinforcements. Concentrate on his truck.

He passes another bridge to your right, continues down the road (steam pipe), and makes a sharp left down an alley behind a factory. He weaves right, through a slag heap yard, and makes a sharp right under the freeway.

He shifts left to the rear of another factory (blockers), makes a sharp left onto a street, and another left around the front of the factory (traffic lights).

He makes a sharp right (traffic lights) and winds past another junction (traffic lights), heading for a suspension bridge. Raising this bridge and pushing him to his doom is a great way to end this chase. But it can continue past this point.

Aggressive // Violence: Headshots to Score

Difficulty:

Remember you can use more than your vehicle to take Racine down. Another option is zooming ahead from the yacht club to the traffic lights under the L-train, parking to block Racine's path, and raking his truck with automatic gunfire (or sniping his tires or head). Laying down an IED to detonate is another option. And if you miss? Well, you can simply start up the chase again.

At this point, you need to flee from any reinforcements from The Club. The usual plans of driving to hide from foes searching for you within their sphere of influence come into play. Simply head as far from Racine's truck as you can, varying your route. Employ the previously learned tactics too. As soon as Racine gives up his cell phone goods and you flee from the Club foes, you receive a snarky phone call from Damien and the mission concludes.

MISSION REWARDS

Gained XP +500

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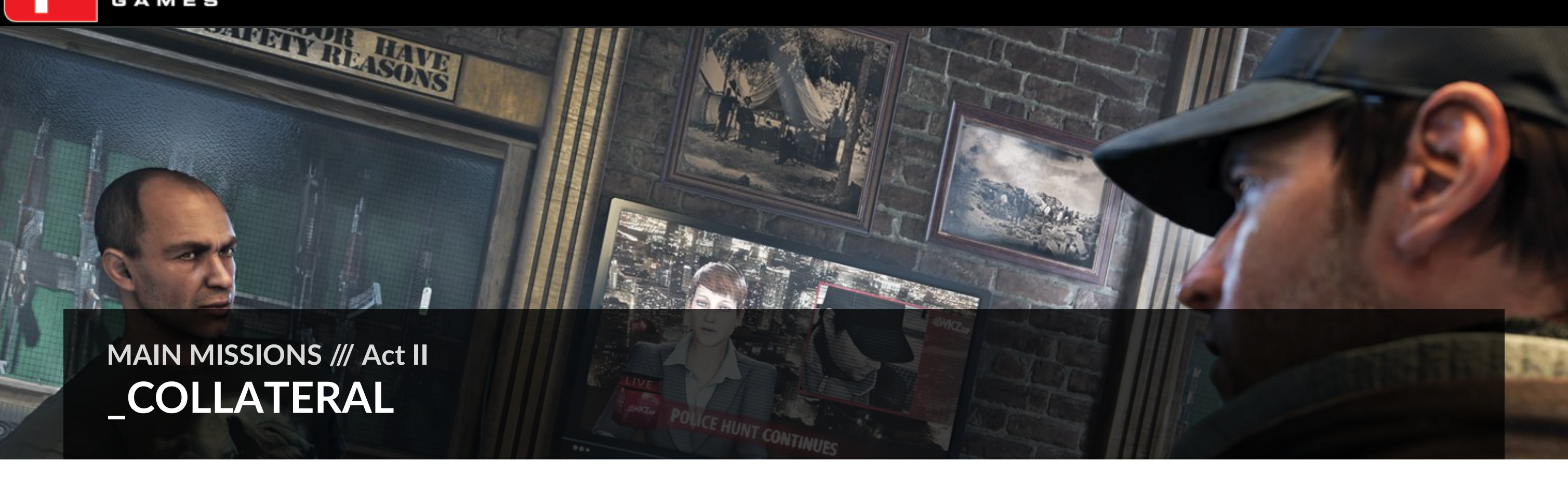

MAIN MISSIONS /// Act II

_COLLATERAL

OBJECTIVES

Defend Clara from the Fixers

Escort Clara to her car

Escape the motel area

LOCATIONS // MAPS

Location / Parker Square // Owl Motel

3.1 A CORRUPT WOMAN

Location / Parker Square // Owl Motel

Investigation

Lethal Force Likely

Difficulty:

Now you have the IP address from Damien, you need to analyze it back at the Owl Motel. Head over there at your earliest convenience, remembering you can Fast-Travel there too. However, before you reach your room, we recommend you complete the following optional tasks:

Motel Survey: Inspect the entirety of this location. Learn the layout, all of the insertion points, and where the exits are (especially both of the stairs to the roof).

Tool Up: Head to a gun shop and pawnshop, and get your favored rapid-fire weapon or shotgun and preferred projectiles (including those you unlocked using Skill Points, such as the ability to make and use IEDs) before this mission starts. You should also look to your Hacking skills in the Skill Tree and unlock as many of those as you wish.

You reach your motel room and access the footage as Clara shows up. She seems jumpy, more so even than you. With a corrupt video, Clara tells you only the original will do, and she begins to talking, though you're too caught up with your own problems to listen to hers. Suddenly there are sounds of foes approaching. The hideout has been compromised! After an explosive wiping of your computer equipment, a Fixer grabs Clara. Help her!

While you're focused, you have around a second to aim your pistol and hit the Fixer holding Clara anywhere you can (a headshot is preferable, obviously). Striking Clara or remaining dumbfounded is not a great idea, as you're shot to death. With the Fixer removed, you both scramble out onto the upper balcony, where a chaotic firefight begins.

Tip

Remember that Focus is particularly helpful during the subsequent firefight; use it if you're under extreme danger from multiple foes and directions.

3.2 THIS ISN'T FIXABLE

Location / Parker Square // Owl Motel

Defend Clara from the Fixers

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Clara's car, in the alley on the motel's south side.

Dangers: Five Fixers (Gunmen x2, Veterans x3), three on the upper balcony and two on the north roof.

Dangers: Up to six cars (initially three, then two, and finally one as Clara reaches her vehicle). Up to four (up to four enemies per car) arriving during the mission (Gunmen x2, Veterans x2, per car).

Dangers (Possible Threat): Up to three Fixers, (Marksmen x3) with sniper rifles and machine guns, on the south roof (as the mission progresses). Two Veterans ambushing along the south alley.

Owl Motel: Grounds

Upper Balcony

Accessibility During Mission:

The fire in your room means the area to the right (east) is impassable, forcing you around the balcony to the north stairs. Note the drop down to the grounds (with a vault). Otherwise, hide by the brick balcony fence, watching out if you're behind the wooden fence sections, as they can be destroyed by enemy fire, or your own. It's also a problem aiming through the circular tile walls around the balcony.

North Stairs (and Roof Access)

Accessibility During Mission:

Expect enemies to start from this point, and reinforcements run up the steps from the ground below. This is a dangerous and high-traffic area; carefully watch your minimap if you're on the north balcony area, firing down on foes, as enemies can sneak up and cut you down from behind. This is a place to lay down some lures or other traps you've found, bought, or made. It is also the place to access the north roof (where two enemies are initially located) and to attack the foes on the south roof area.

South Stairs (Alley and Roof Access)

Accessibility During Mission:

Blocked by fire to the west, you need to head across the ground to reach an entrance out into the alley, near the inaccessible broken steps that once led to your hideout. The balcony area isn't necessary to prowl; instead you can flee to the alley or climb to the roof during the later stages of the mission, access the roof deck, and cross the western roof area connecting the two large motel signs (this area has protectors to hack and help you).

North and East Entrances

Accessibility Level:

Fixer foes drive up here during the mission and disembark at the side or in the main courtyard below you. This can provide the most challenge of all, as the foes are below and it's sometimes difficult to get a clear shot looking down from the balcony. Attacking from the ground is tricky, as there are so many foes and more on the rooftops. Use the spikes, proximity (or regular) IEDs, or the explosive transformer vault by the sidewalk planter to waylay the eastern reinforcements.

South Alley

Accessibility Level:

You must reach this point, either by running through the passage at the base of the south stairs or via the perimeter of the motel (not recommended, as you don't want to leave Clara to the enemy). Clara's vehicle is parked to the alley's west; there's likely to be a heavy Fixer presence and a sizable police force at the end of this hectic mission.

Progression Plans

You may now try one, parts of, or any combination of the following methods to take down this veritable horde of Fixers, keep Clara alive, and escape this inferno!

General Preplanning

Presupposition: This mission requires cover and combat, so make sure you've learned the elements referenced in all earlier missions.

Profile by Phone, not Camera: Unless you've caught a break in the action, the camera placement is poor around the motel for tagging foes. Plus, you're under attack, so mark your foes by keeping your phone out, and check your minimap too. Remember, foes are more often above or below you during this mission. Utilizing the ctOS scan is an excellent way to bring up foes; do this as the cars arrive in the parking lot so you aren't manually tagging them.

Incoming!: This is a battle. There's no sneaking, passive fleeing, or other nonviolent methods to conclude this mission; a vicious gun battle must occur. So pick your finest gun and get shooting!

Be Prepared: Be sure you're tooled up with a shotgun, pistol, machine gun, and grenades, as well as IEDs.

Escorting Clara: Check on Clara; if she dies, the mission fails! Except in specific circumstances, ensure the enemies you target first are the ones harming her, and then worry about those aiming at you.

Tip

Be sure to pick up dropped ammo and weapons from those you kill.

Aggressive // Violence: Part 1: Gun Battle at the Motel

Difficulty:

Drop down behind the balcony cover, and look across at five or six foes; there are two on the roof in front of the "Motel" sign, and the rest are on your balcony. Tag the closest threats first; the gunmen on the balcony are easy pickings—use Focus to quickly remove them. Shoot them all or hack any exploding grenades they might be carrying. Then quickly tag the enemies dug in on the roof above and behind you, in front of the Motel sign. Note there are explosive canisters (that you can't see) close to their sniping positions, so a grenade is also a great way to flush them out. Otherwise, aim and fire with precision at the heads poking up from the parapet. Then approach the north stairs and begin Part 2.

Aggressive // Smart: Part 1 (Alternate): Reinforcements to Expel

Difficulty:

Drop down immediately from the balcony and sprint right (east), behind the vehicles so you aren't shot. With your phone, bring down the barrier and raise the spikes at the east entrance. Sprint north and place an IED or, better yet, a proximity IED at the north entrance before doubling back, charging up the north stairs, and attacking the foes on the balcony before they overwhelm Clara. Accessing the spikes impedes the reinforcements arriving by car, while the other foes coming in by car have a nasty explosive surprise. You need to remove the enemies up on the roof, either by backtracking along the balcony to where you can see them or by storming the north roof area. Note that with excellent aiming and use of security cameras, you can clear the balconies of foes first and then prepare the parking lot entrances for incoming enemies—if you're quick!

Aggressive // Violence: Part 2: Balcony Bound

Difficulty:

Stay on the balcony and watch for three more foes to appear along the south roof. Watch for these snipers as reinforcements arrive down below. Expect at least three carloads of foes in the central courtyard, on either side of the Owl Motel sign. With so many foes milling about, you have a variety of options, all of them violent:

Remain on the balcony, protecting Clara from foes as they rush the stairs; although you're trapped, if you stay in cover, they are forced up the north stairs to reach you. Lay explosive traps or gun them down at this point.

Remain on the balcony, at the same time popping out of cover to fire (ideally with a shotgun or automatic weapon) down on the foes.

Better yet, lob a grenade or an IED down at the enemies just as they depart their vehicle. The explosion can remove multiple threats at once. Projectile lobbing at clusters of foes is the key to surviving this mission more easily.

Or, when you lower the barriers and raise the spikes, place an IED where the Fixer cars park so they explode as they arrive, wounding the passengers.

A similar effect occurs if you can find a Fixer with an Explode hack on a grenade they are carrying. Incapacitate him, then shoot him so he drops the grenade and takes out his cohorts in the ensuing explosion!

Or, shoot or hack the ctOS box, plunging the motel into darkness (where you have a slight sight advantage), but ensure foes are near the box before it blows.

If foes are hiding behind the planters by the main road entrance, use the security cameras to quickly spot and hack a transformer vault nearby, incapacitating them.

When you dispatch anyone wearing a flat cap, backpack, or hoodie, move to Part 3.

Aggressive // Violence: Part 2 (Alternate): Ground and Pound

Difficulty:

Heading down to the ground when there are carloads of reinforcements is a very dangerous plan; you need to have multiple takedown methods, but the freedom of movement allows you to try the following:

Remain behind a vehicle or under the balcony for cover, and methodically tackle the foes appearing from the vehicles while ignoring or dodging the fire from the roof. Tackle the rooftop dwellers afterward.

Try lobbing a projectile at the rooftop foes (as they are usually standing near explosive canisters).

Try lobbing a projectile at a vehicle approaching, then rake the windshield and door windows with automatic gunfire or shotgun blasts.

The plan is to remove the reinforcement threats before they can spread out, so expertly lobbed IEDs or grenades are most helpful. Otherwise, it's a scramble to drop foes before they scale the north stairs to reach Clara.

Aggressive // Violence: Part 2 (Alternate): Roof Access Found

Difficulty:

Either before or after you deal with the ground enemies, sprint up onto the roof, either via the door and steps from the north stairs or via the steps up to the deck from the south stairs. Heading in from the north allows you to tag any foes you missed from the balcony below, but also creep around to the roof's south part, using protectors to help you. Remove any Marksman threats under the opposite Owl Motel sign. The reverse is true if you approach from the south. Other plans to consider include:

Climbing atop the satellite dish area for extra height, in the southeastern part of the south roof, and tagging foes.

Dropping behind the roof balcony and firing across at the opposition.

Lobbing in a projectile to flush the foes out, then backing this up with gunfire. There are gas canisters to explode and hurt the enemy on the deck side (south), too.

3.3 CHECKING OUT OF THE OWL MOTEL

Location / Parker Square // Owl Motel

Escort Clara to her car

Escape the motel area

Escape

Vehicle Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Away from the Fixers' search area or the police search area, if they arrive.

Dangers: Up to five Fixers (Veteran x5) in the alley.

Aggressive // Violence: Part 3: Into the Alley

Difficulty:

The Fixers aren't letting up! As soon as Clara begins to follow you (as noted on the screen), rush down to the ground level and out to the alley, mowing down any foes still active in the area. Wait for her to reach her vehicle. As she runs for her car, back her up by firing at foes heading out from the east and west ends of the alley and from the passage under the south stairs. You can drop IEDs at heavily trafficked areas as you run to minimize the amount of directions to check for foes. Use the trash bins as cover and the corner of the alley near the car. Clara speeds off, leaving you to deal with any cops and the robbers.

Escape the remaining Fixers (and the police, if they've been called) by running down the alley to your left, after optionally dropping the spikes and barrier down at the alley's west end and the Owl Motel's east entrance. Though the Fixers and police may be attacking each other, you can be shot if you venture onto either street east or west of here (unless you have a vehicle ready to go). Instead, jog to the alley's end, find a car or bike to ride, and flee. When you've shaken off the cops, the mission concludes.

MISSION REWARDS

Gained XP: +500

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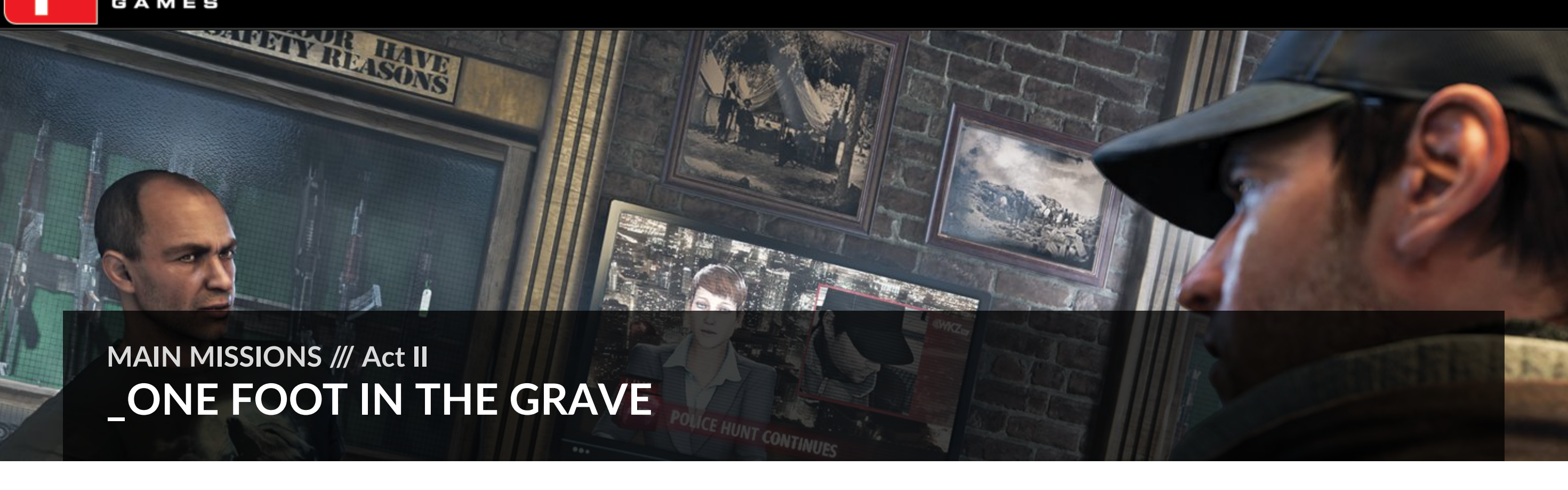

MAIN MISSIONS /// Act II

_ONE FOOT IN THE GRAVE

OBJECTIVES

- Search for bridge access
- Follow Clara
- Profile the homeless for clues
- Hack the caller
- Kill the Fixer before he reaches Tobias
- Kill the Fixer's backup or escape
- Reach the poker game
- Join the game and draw out Tobias
- Catch Tobias. Do not kill him

LOCATIONS // MAP

Location / The Loop // Swing Bridge and Homeless Shanty Town

Location / Parker Square // Poker Game and Tobias Chase Route

4.1 THERE'S A BLANK SPOT IN EVERY MAP

Location / The Loop // Swing Bridge and Homeless Shanty Town

- Search for bridge access
- Follow Clara
- Profile the homeless for clues
- Hack the caller

Investigation

Difficulty:

After arriving at a patch of scrub at The Loop's southwestern tip, close to the border with The Wards, Clara appears with information from DedSec and an appeal for trust. After talking it out, Clara mentions an old ctOS place known as "The Bunker," which has undetected access to the whole city. Time to find access to it. That swing bridge looks promising....

Slowly wander your immediate location, Profiling until you see a camera HDD haphazardly connected to an enclosure and a lighting pole with a camera atop it. Hack it to uncover footage of a homeless named Tobias, remote control accessing the bridge. Time to talk to that guy. Before you do, scout the area for crafting items, ammunition, and one of Maurice Vega's Burner Phones. Do this before you start hacking the homeless caller.

Apparently, the guy's name is Tobias Frewer. Follow Clara as she tells you about her father and wanders into a small homeless shanty area under the freeway. After stopping at a bolt hole, Clara mentions Tobias has set up a trade here, selling more potent hacking schematics. Search the area for crafting items. Continue to where a homeless man, near some fancy tech, is calling Tobias on a jailbroken phone. Unfortunately, a nearby Fixer is also listening in on the call and has the location for Tobias. He sets off to remove this security threat, and you need to stop him!

Tip

Get a jump on this next objective by moving near a vehicle before hacking the homeless guy, and entering the vehicle once the hack is complete.

Tip

Tobias's shop is a great place to purchase the more "impressive" crafted weaponry in your arsenal, and you are encouraged to buy from here once you complete this mission.

4.2 FREEWAY FRACAS

Location / The Loop // Swing Bridge and Homeless Shanty Town

Location / Parker Square // Poker Game (Residential House)

- Kill the Fixer before he reaches Tobias
- Kill the Fixer's backup or escape
- Reach the Poker game

Vehicle Chase

Lethal Force Likely

Difficulty:

Overview

Completion Point: Locate a vehicle and chase the Fixer across to Parker Square (or wherever he goes) before he reaches the poker game.

Dangers: Dennis Klein, and numerous allies of this Fixer, in their vehicles. There are at least three vehicles, two foes in each vehicle (Gunmen and Veterans).

General Preplanning

Vehicle Choice: Don't spend time panicking as the van speeds away; pick a vehicle and give chase!

Competency and Prediction: Watch for pedestrian casualties, and study the map of the route the foe is taking. There are a few shortcuts (see below), but this is mostly a freeway battle. Remember to perfect squeezing through oncoming traffic, cutting corners, and using sidewalks.

Street Smarts: There aren't that many opportunities to use the scenery to your advantage, but keep an eye open for steam pipes or traffic lights as you near your target. It's also better to follow the van rather than try finding parallel streets, as he takes a pretty quick route to the poker game, and you must intercept him before he reaches there, or the mission fails.

General Chase Planning: Consult the Training chapter for more information.

Tip

Make sure you look carefully at your World Map and figure out where you're going, prior to the following chase.

Driving // Smart: Let Hacking Opportunities Provide

Difficulty:

Your foe is driving a Landrock Workvan. His allies usually drive Koln or Leo. Follow the target under the freeway, making a sharp left and following him west to the freeway on-ramp. You should have caught up just by the on-ramp, but there's a steam pipe opportunity (as well as traffic lights and the bridge) just before the quick left and right turn onto the freeway. This is the earliest opportunity to stop the foe.

Otherwise, continue along the freeway, watching for another steam pipe as the van approaches May Stadium. After that, there are really only traffic lights that help slow the foe down, and only slightly: Ramming is a better way to stop this driver.

Tip

Once you begin ramming the foe, his route changes to a more random series of sharp turns as he attempts to flee from you; don't count on him matching his original route once you've scraped paint with him!

Driving // Offensive: Picking a Quality Ride

Difficulty:

Although the chase is on, you have some options when it comes to picking vehicles. The nearest vehicle parked near the homeless shelter is a perfectly adequate car to give chase with. But you should have brought your own favored vehicle. Park it close to where the van takes off from or facing the route the foe takes and close to where the chase begins. Or, you can:

Run to the road under the freeway as quickly as possible, and choose the jalopy parked there. It isn't the quickest or sturdiest vehicle, but it gets the job done. There's usually a second one parked farther along the road.

Or, sprint up the road and secure a parked motorbike—if you're planning on swift maneuvers, shortcuts, and hacking infrastructure to stop the foe, as ramming him isn't a wise idea on a bike!

Or, sprint a little farther up the road to secure a more modern vehicle with a better top speed and handling. All are fine ideas; just pick the one you want to try.

You have two route options; follow the Fixer's route exactly (starting with the severe left turn), or take a shortcut across the plaza and up the sets of concrete steps that are just past the homeless camp. This saves you a little time, but watch the pedestrian casualties.

Driving // Offensive: Flagging Down Topside

Difficulty:

You don't have to find a vehicle immediately. The route the Fixer takes to the freeway enables you to run up and over a fence to the metal maintenance steps close to where the van departed from. Ascend onto the freeway, hop over the concrete divider to the traffic heading west, flag down and hijack a vehicle, and set off in pursuit.

Driving // Offensive: Attempting to Collide

Difficulty:

As the chase heats up, focus on reaching the van and then ramming it. Ignore any of the Fixer's allies. If you're behind the enemy, try these maneuvers:

Ram straight into the back of the van.

Attempt a PIT maneuver by striking the van's rear corner, sending it fishtailing.

Sideswipe the vehicle so it veers off and hits the side of a guardrail or the road.

Predict where the van will be, and intercept it with a sideswipe.

Predict where the van will be, and intercept it with a head-on collision.

Try to push your vehicle and the van into a jam with other vehicles, where it can't drive around you.

Continue to ram the target car until it billows black smoke and the target exits.

If your vehicle becomes inoperable, quickly locate a new one and resume the chase.

Accelerate to unsafe speeds and pass the van, then execute blocking maneuvers.

Accelerate to unsafe speeds and pass the van, then drive in front so it sideswipes you, and you both crash and slow down.

At any point you can block the vehicle or slow it down enough for you to exit, and begin raking the vehicle with gunfire (particularly the tires and windshield).

Aggressive // Violence: Shooting from Outside

Difficulty:

A favored weapon (ideally something automatic, unless you're a crack shot with a pistol or sniper rifle) is another way to end this chase. Your foe doesn't need to live, so any of the following activities are recommended:

Target in van: Shoot out the tires.

Target in van: Shoot the driver in the head, or spray the windows and windshield with bullets.

Target in van: Lob a grenade to detonate close or under the van.

Target outside: Drive over him in your vehicle.

Target outside: Shoot him in the head with your pistol.

Target outside: Strafe him with any automatic rifle or machine gun.

Target outside: Watch him sprint off, then tag him with a sniper rifle.

Target outside: Chase, leap, and tackle him to the ground.

Once you defeat the target, you need to deal with the Fixer's backup—a few squads of goons in red luxury cars. Perform the techniques you've successfully employed to either defeat or escape from the police or other adversaries:

To defeat, drive to an area where there's lots of cover, ensure you have plentiful ammunition, and exit your vehicle. Shoot any approaching Fixer vehicle and kill the occupants as you have in the past. Check the Training chapter for more information. Using cover, laying down machine-gun fire, hacking the electronics on your foes, and lobbing grenades or IEDs are all tried-and-true plans.

To escape, you must be moving out of their scanning search area so they stop searching for you. Avoid the red diamonds while they search, continuing along the route to the poker game so you can reach there quickly.

Head north, past May Stadium and eventually to Parker Square's more prosperous northern part, into the high-hedged estates close to the park. This leafy suburb is the stage for a poker game with the twitchy Tobias. Find the house with the American flag flying, a couple of guys standing around by the cellar entrance, and a root cellar/man-cave, where the poker game has already started.

4.3 TOBIAS'S TELL

Location / Parker Square // Poker Game (Residential House)

- Join the game and draw out Tobias

Investigation

$200 Needed

Difficulty:

Check the room and gather any craftable items. Sit down at the poker table with Tobias (the bald chap on your right) and two lads with interesting pasts (Profile everyone in the room for their secrets). Pay in your $200 for this game of low-stakes Texas Hold 'Em, skipping ahead to the betting if you wish. As you play your hand (in whatever way you wish), you begin goading Tobias with talk of ctOS running everyone's lives. It doesn't take long for Tobias to get overly nervous, overturn the table, and flee the game.

Note

You can come back here later and play an actual game of poker. You can use the camera behind Tobias to see your opponents' cards, and you can monitor stress levels to give you an edge!

4.4 MIGHT AS WELL CALL THAT PLACE A TOMB

Location / Parker Square // Poker Game (Residential House)

Location / Parker Square // Farris Halstead Library

- Catch Tobias. Do not kill him

Foot Chase

Melee Force Likely

Difficulty:

Rush up the cellar steps, make a left turn, and sprint after Tobias. Press and hold your Vault button to scale any of the obstacles Tobias maneuvers across. Holster any weapons you have; you want Tobias alive and talking. He takes off, out of the house and across the road. Here are some general tactics to follow as you gain on him in this footrace:

Focus on gaining ground by cutting across locations to reach him more quickly.

He occasionally looks back and fires at you. Shrug off any winging bullets; they won't kill you.

As the chase progresses, Tobias takes an active disliking to backyard barbecues, blasting the gas cans to wound and throw you off (this happens at least five times). Circle around these explosions or shrug them off.

You have a couple of occasions to detonate a junction box and knock Tobias off his path, affording you time to reach him. Unless these are regulators, this isn't wise in case the detonation occurs too close to your fleeing subject and kills him.

If you already know Tobias's path, you can simply wait for him or drive to the library and intercept him.

Eventually you reach Tobias and bring him tumbling to the ground. You soon disarm him and have a little chat about the bunker, or "the tomb" as he calls it. After more paranoid ramblings, Tobias hands over the bridge remote, babbling about helping you out with additional tinkering. After you let Tobias go, the mission concludes.

MISSION REWARDS

Gained XP: +500

Tobias's Shop Now Available (Homeless Shanty Town)

Swing Bridge Hack Now Available

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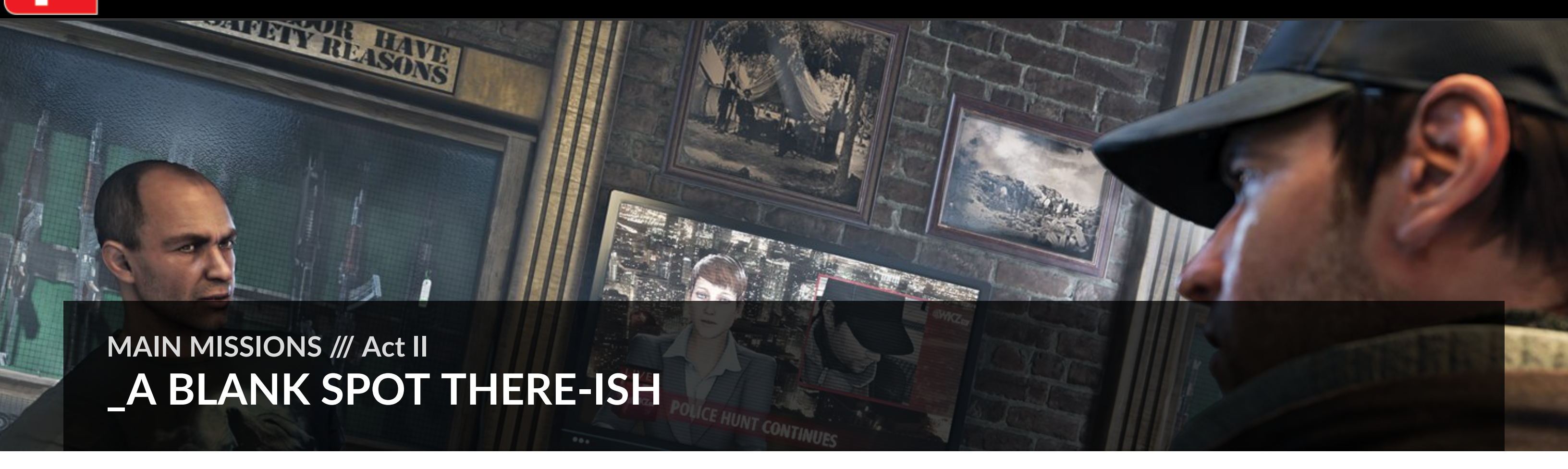

MAIN MISSIONS /// Act II

_A BLANK SPOT THERE-ISH

MINOR SPOILER

OBJECTIVES

- Reach the island to search for the Bunker
- Find the generators to restore power to the Bunker
- Enter the Bunker through the hidden elevator
- Search for the power controls
- Power up the Bunker

LOCATIONS // MAP

Location 01 / The Loop // Abbot Island

5.1 RESTORE POWER. GET INSIDE

Location / The Loop // Swing Bridge and Homeless Shanty Town

- Reach the island to search for the Bunker
- Find the generators to restore power to the Bunker

Driving Investigation

Investigation

Data Hack

Difficulty:

Drive to the swing bridge, this time with the garage door opener Tobias just gave you. Hack the bridge mechanism so the bridge swings around. Cross it (ideally using a vehicle, as jogging takes longer) and receive a call from Clara. She explains there are three backup generators located in this old container yard, and their power is likely used to restore The Bunker.

Note

You can explore the island prior to moving the swing bridge, but the events of this mission won't trigger until you've either driven or walked over the moved bridge.

Tackle the following three generators in any order. While there are slight variances to routes you can take, the following paths are the only real ways to complete this objective.

Passive // Smart: Generator 1: Not a Bad View

Difficulty:

Start at the pair of brick warehouses on your right, where the nearest generator waypoint has appeared. To reach the roof of the far warehouse, you must climb up the nearer one. Begin by passing the tire pile and running to the stacks of old shipping containers on the building's (east) side.

Climb the containers, checking the open one for some crafting items. Then operate the adjacent scissor lift, climb onto it, ascend to the metal balcony, and up the ladder to reach the flat roof. Head right (north), up a small ladder to your left (west) to reach a fenced-off network junction area.

The mesh security gate is locked. Move to the side so you can see a camera and a junction box to hack. Access the camera and a second one, before accessing the gate unlock.

You're greeted with a leaning mesh fence and an AC duct stretching to the far warehouse roof. However, the fence has barbed wire and is impassable—until you hack the junction box just behind the first camera. Blow up the stack of gas canisters (step out of the blast radius!), and remove the obstacle. You can shoot the canisters instead, if you wish.

Now you can run across the AC duct (don't fall in a rush to get there), onto the second warehouse roof, and start up the first generator. One down, two to go! Exit using the construction lift. Hop out after it descends, climb over the nearby flatbed container, and back to where you parked. Or take a nearby bike to the second generator area; it's close to some mattresses and a boombox holding another Audio Log.

Passive // Smart: Generator 2: A Crate Stack to Climb Through

Difficulty:

Drive south across a dock bridge to the main rail tracks into the warehouse area, with an abandoned power plant in the distance. With your smartphone profiling, you can quickly drop a carrier on your left (east), then leap and climb atop the open container the carrier is holding.

Climb onto the two red containers and turn left (north), then climb up the corner of the blue container to your left. Cross it and drop down. Immediately ascend two more stepped containers with ivy growing on them. You're atop the roof with a great view of the Chicago skyline.

You encounter another ctOS network junction surrounded by mesh. Run left, past the gate, and peer around the back of the large AC unit behind the "Grounds Are Monitored" sign. Access the camera you find here and unlock the gate at the box.

Head through the two mesh gates and turn left toward a lift, using it if you want; however, there are some containers arranged like steps that are quicker to descend. Now on the dockside, head right to activate the generator, checking the immediate area for crafting items. Though there's a forklift at the dock area's opposite end, it's not worth playing with. Exit via the two stacked containers near the generator, allowing alley access and a route back to the rail tracks. Before you emerge from this alley, check behind you, close to the barbed wire fence and containers; there's another boombox with an Audio Log.

Passive // Smart: Generator 3: A Gate and a Crate Too

Difficulty:

A gate bars your entry, and you can't currently hack it. Exit your vehicle and access the camera in front and above the gate. It offers a view across the container yard and a raised carrier container. Lower the carrier, and a second camera is revealed.

Access this camera, and then another camera on a pole that gives you a view of the end of the container carrier. Raise the carrier you just lowered, and you can see an alcove with the gate controls. Unlock the security gate and move into the yard.

Don't move far, though; there's a container crate above and right of you that's of interest. Clamber onto the container and then activate the crane while you're standing atop it.

Both you and the crate are transported to the top of some containers. Drop down onto them, then run up to the dead ivy and roof area where the last of the generators sits, behind an unlocked mesh gate. Activate it, and your objective updates. Drop down onto the crates below you.

Note

Can you attempt this by boat instead? Yes (the gate controls also open a side gate on the western fencing), but this is a far more laborious exercise.

Tip

Aside from the Audio Logs mentioned along the critical path route, this island has a total of six Engineers Audio Logs to find. Do this now if you wish.

5.2 THE CONNECTIONS ARE THE IMPORTANT PART

Location / The Loop // Swing Bridge and Homeless Shanty Town

- Enter the Bunker through the hidden elevator
- Search for the power controls
- Power up the Bunker

Investigation

Data Hack

Difficulty:

Travel to the red "Blume" container with the hole in the side. Step around the pallet and hack the crane controls. The container (with you inside) lifts up and moves across. The metal container door slides open, finally allowing access into the fabled Bunker. The place is vast. At the top of the first steps, stop and Profile the area.

The power controls are in a laptop on one of the three tables in the center of the room. Profile it so the objective changes. Then scour the ground floor of the Bunker as Clara arrives. There are crafting items and a second Audio Log to hack, sitting among some crates below one of the gantries.

Climb the metal steps up to the left, and enter a container shell with a breaker switch to drop. The room hums to life. Clara produces her own hardware to help patch in to Blume's mainframe. You want a lead on an IP address; Clara finds it in Viceroy territory in The Wards, and you attempt to infiltrate their security network as the mission concludes.

Note

After the mission concludes, or any time you return here, you can gather at least four crafted items. In addition, Clara sets up a Hideout with a bed and wardrobe, just like the Owl Motel before that suspicious fire.

MISSION REWARDS

Gained XP +500

ctOS Center: THE WARDS MUST BE UNLOCKED

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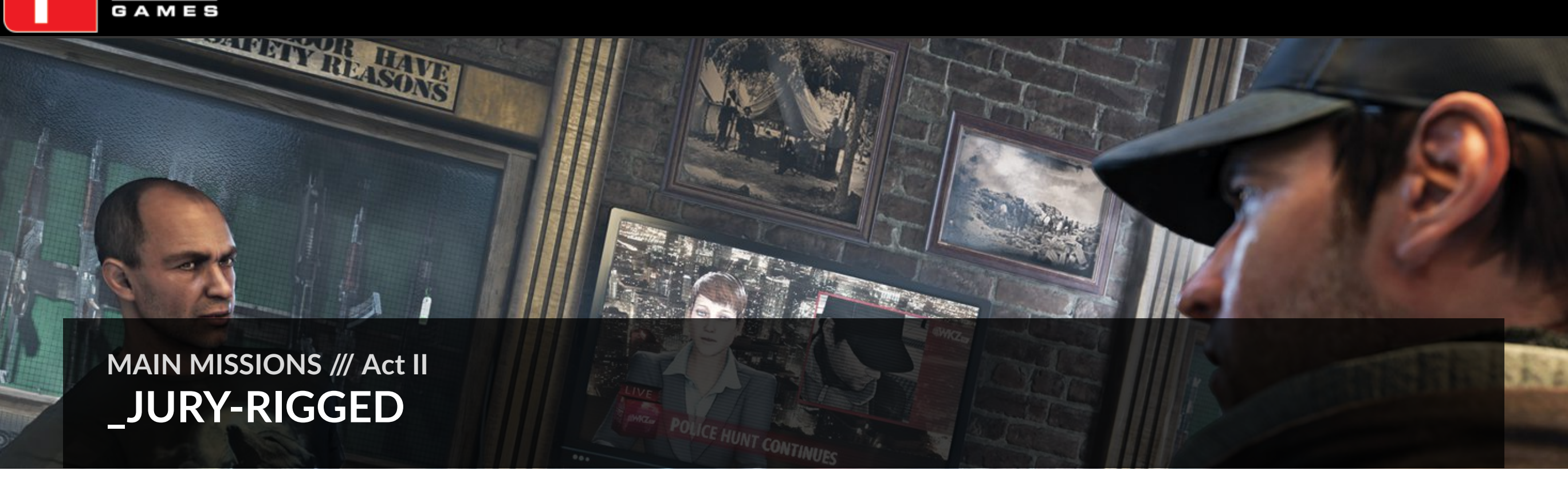

MAIN MISSIONS /// Act II

_JURY-RIGGED

OBJECTIVES

- Disable all three security terminals
- The gate is open, unlock the ctOS tower
- Kill all Viceroys or escape

LOCATIONS // MAP

Locations / The Wards // Rossi-Fremont Tenements and ctOS Tower

6.1 STOMP THE YARD

Location / The Wards // Rossi-Fremont Tenements

Disable all three security terminals

Infiltration

Data Hack

Lethal Force Likely

Difficulty:

Note

This Mission requires ctOS Control Center: The Wards to be unlocked first.

Overview

Completion Point: The three ctOS security terminals, one on each side of the three tenement blocks.

Dangers: Ten Viceroys (Gunmen x2, Elite x5, Marksmen x3), with pistols and machine guns (ground level). Two Marksmen are on the upper balconies of the far (east) block. One Marksman on the concrete tower ruins in the yard. No Shot-Callers.

Reinforcements: A vehicle arrives, parking in the center of the Tenement yard (four foes inside—Gunmen x2, Veteran x1, Elite x1) once Viceroys are down to four remaining foes.

Reinforcements: Two Viceroys arrive after you hack first and second terminal (Veteran x2, one Shot-Caller). Shot-Caller summons three Viceroys (Gunmen x3).

Reinforcements: Two Viceroys arrive after you hack first and second terminal (Veteran x2, one Shot-Caller). Shot-Caller summons three Viceroys (Gunmen x3).

Insertion Points

Street Entrance (West)

Accessibility Level:

This is the open parking lot with a couple of gangbangers and some parked vehicles. It's also where Viceroy reinforcements drive in from, so parking a fire engine or other large truck and car collection prior to starting this mission is a great plan. From here, you have the entire yard at your disposal; you can remove the single Viceroy at the entrance, then sneak left to the north tenement terminal, rush up the middle if you don't care about safety, or head right to the concrete ruins. The choice is yours.

Left Tenement Fencing (Northwest)

Accessibility Level:

Instead of announcing your presence at the street entrance, avoid confrontation and head through the open gate to the north. Hop over some fences to reach the corner of the north tenement building in the yard's northwest corner. Watch for foes watching you. Now you can sneak around the perimeter of the yard, melee-strangling as you go. Watch for the snipers, though.

Concrete Ruins (Southwest)

Accessibility Level:

There's an open gate to the right of your starting position, in the yard's southwest corner. This leads to the patched wooden panels and scattered concrete ruins of an old crumbling tenement tower. The Viceroys have a sniper atop this tower, so this is a great way to sneak in and tag or melee-strike him if you're careful to avoid being spotted. You can sneak counterclockwise around the perimeter from this location, too, and there's one of Maurice Vega's burner phones (which also contains an Audio Log) to gather (usually in a lull between battles).

Left Tenement Fencing (Northeast)

Accessibility Level:

Run around the rear of the left (north) tenement block to reach a rarely used parking lot, a load of brick rubble, and grass-lined pavers in the yard's northeast corner. There's a huge propane tank to explode with your weapons nearby (great for distracting or removing multiple threats). Just before you enter the area, bring out a sniper rifle or your pistol and tag the sniper on the east tenement balcony; this way you won't be winged if a battle erupts. Remember there's one on the other side, too! This is the easiest place to reach the first Audio Log (on the stack of white pipes close to the propane tank).

ctOS Tower Yard (Southeast)

Accessibility Level:

If you haven't explored this area, do so before you complete the first objective. The ctOS tower yard is a small, self-contained area with a gate to access and a fence you can use a forklift to hop over, allowing access to the main yard's southeast corner. This is great for figuring out where the actual ctOS tower is (southeast corner of the tower yard) and for sneaking in from a different angle and tagging the sniper on the east tenement balcony. Remember there's a second one, too!

Tip

You can venture into any of these insertion points when planning your routes; for example, enter the left tenement fencing and ctOS tower yard to remove the sniper threats from the east tenement balconies before attacking the ground foes.

Progression Plans

You may now try one, parts of, or any combination of the following methods to access the three terminals. Remember the entire yard is accessible, so you don't need to limit yourself to these plans.

General Preplanning

Presupposition: This mission requires sneaking and usually combat, so make sure you've already learned the elements referenced in all earlier missions.

No Cameras: Although there's a camera overlooking the tenement yard near your starting position, the yard is devoid of cameras, so marking the Viceroys is tricky. Rely on your minimap, have your smartphone Profiling so you can mark within your phone's radius, and heed the knowledge listed below. Or utilize a ctOS scan to instantly find and mark all the enemies; this is most helpful!

Viceroy Routes: Of the three snipers, two are stationary (east balconies) and one sometimes changes weapons (concrete tower). The other foes are usually bunched two or three to the general area of each terminal. Time your movements so a nearby guard is facing the other way.

Be Prepared: There are fewer hacking points, so it is wise to carry your favored weaponry for this mission. Although it's possible to finish this without combat, be sure you have a sniper rifle, machine gun, pistol, and grenades at the very least.

Be Overprepared: Add IEDs, perhaps a grenade launcher, and other powerful weapons to your inventory if you've finished side missions or if you've just come from the gun shops or pawnshops.

Tip

If your mission degenerates into combat, be sure you pick up dropped ammo and weapons from those you've killed.

Driving // Smart: Keeping the Viceroys at Bay

Difficulty:

Be sure you're out of the restricted area, and study the main entrance where the Viceroy vehicle arrives from and the entrance gate near the ctOS tower; these are insertion points. Bring a fire engine, dump truck, or collection of vehicles and park them across the entrance area, two or three deep. This ensures the Viceroys called as reinforcements become stuck in this jam. It won't stop them all (as they'll head out on foot through the insertion points), but it certainly slows them down. You may wish to create some traffic havoc before you venture on:

Street Entrance (West): There are blockers to raise, too, after you finish your crazy parking.

ctOS Tower Yard (Southeast): Block the gate to the tower yard, as well as the main street entrance by the portable cabins.

Caution

This pack of jammed vehicles impedes your escape plans in a car, so you might want to park a favored vehicle in the disused parking lot to the northeast.

Aggressive // Violence: Street Sniping to Slay

Difficulty:

Before you even step foot inside the restricted area of the main yard, you can make your presence felt by parking a vehicle to hide behind and start a sniper battle with a crack shot or two. Target the sniper inside the concrete tower or the Viceroy at the parking area at the entrance first. The two snipers on the far (east) balconies can't move, so they're easy to pick off. Then slowly advance into the yard (usually to the concrete ruins) to continue your precise takedowns, before switching to other weapons for quicker combat.

Passive: An Impressive, Stealthy Display

Difficulty:

It's pretty difficult to finish this objective without a drop of blood being spilled. This takes time and patience (stopping to ensure any foe isn't looking your way), as rushing almost always reveals you to your foes. It also requires multiple insertion points to minimize the chances of you being seen, but you can attempt to reach each terminal in any order:

Left (North) Terminal: Approach from the northeast or northwest corner, hugging the perimeter wall and using a lure or melee strike to tackle the foe standing guard by the terminal.

Far (East) Terminal: Approach from the northeast or southeast corner, keeping out of view of the two snipers. If necessary, use the propane tank and containers in the northeast rubble corner for cover.

Right (West) Terminal: This is the easiest, as you can watch the Viceroys patrol just like the left terminal and can creep in between the patrol patterns. Approach from the southeast or southwest, but watch for snipers spotting you in either direction.

Aggressive // Violence: Making the Viceroys Your Prey

Difficulty:

After a couple of melee strikes, you are usually spotted, and the situation turns chaotic. If this occurs, switch to your favored weapons and prepare for a protracted battle. As you get into an advantageous cover position and ignore the Viceroy taunts, be sure you prepare for or employ many of the following tactics:

Snipers Away: Deal with the three snipers first; two are on the east balcony and one is on the concrete tower. Watch for the reinforcements in the vehicle once you reduce the previous foes to four.

Shot-Callers: They are trouble (but appear only after you hack a security terminal), so if you spot one starting to make a phone call, do everything you can to stop that call going through—perform a headshot, charge and do a melee takedown, hack them if you have the skill, or lob a grenade.

Concrete Jungle: It's usually a good idea to take refuge in the yard's southwest part by the tower. The fallen support beams make great hiding opportunities, there's minimal chance of being surrounded, and you can use the tower to gain height and tag foes behind cover at range. Another option is the northeast open container and low cover; you're near an alleyway escape where you can coax foes to a slaughter or blast the propane tank for a great explosion.

ctOS SOS: If the battle is becoming problematic, you can always retreat to the starting point across the street, using pedestrians and parked vehicles as cover. Or, you can move into the ctOS area. Although reinforcements pour in from here, the area has better cover for you and fewer aiming opportunities for the enemy.

Viceroy Vehicles: Damn! Here comes the cavalry! Well, ensure you know the foes are coming and that you're prepared for them. As they appear from the ctOS and the western parking lot, you can move to the northeast area so you're not surrounded. Try raking the vehicle just as the foes disembark so you can take them down before they spread out; a grenade works wonders here! Or better yet, prepare the area by laying an IED where the vehicles park, especially the SUV in the main yard. Then detonate as the foes emerge.

Tip

Check the list of foes at the start of this mission. Remember that there are no Shot-Callers until you hack your first security terminal (the SUV reinforcements arrive once you defeat your first six foes). You can limit your vulnerability by removing the three snipers first, then prepping the yard with an IED. Drop three Elite, destroy the reinforcements with an IED, then finish off stragglers. Only then should you hack the security terminals: This plan keeps your enemies from overwhelming you.

Driving // Offensive: Bringing a Motorbike to Play

Difficulty:

Back on the bike again? If you're ready and mad enough, zoom straight through the western parking lot, aiming at the far (east) terminal. You reach there just as the Viceroys realize what's going on. Weave around the obstacles to the south terminal, and scoot across (or exit the restricted zone and use any insertion point) to the last terminal. Try to skid and park your bike for a quick getaway as you reach low cover when hacking, and shrug off enemy shots. This is improbable, but possible!

Have your smartphone out as you reach each terminal, hacking it in a moment. Watch for two additional foes appearing close to the remaining terminals! As soon as you hack the third terminal (in any order), the objective updates.

6.2 TOWER TROUBLES

Location / The Wards // Rossi-Fremont Tenements

Location / The Wards // Rossi-Fremont ctOS Tower

The gate is open, unlock the ctOS tower

Kill all Viceroys or escape

Infiltration

Data Hack

Lethal Force Likely

Vehicle Chase

Difficulty:

Overview

Completion Point: The ctOS tower in the southeast corner of the tower yard.

Reinforcements: Four Viceroys arrive after you hack the third terminal (Gunmen x3, Veteran x1; one is a Shot-Caller). Shot-Caller summons three Viceroys (Gunmen x3).

Reinforcements: Up to four Viceroy vehicles after you hack ctOS tower (each with two foes; Gunmen x6, Veteran x2).

Insertion Points

Yard to Yard (West)

Accessibility Level:

The gap between the yard's southeast corner and the tower yard is where you're likely to be stuck, usually with two or more foes to contend with. If you successfully slew all enemies prior to this objective, only two remain. Otherwise, reinforcements are crowding the tower yard gate. The gap is narrow, but there are numerous cover opportunities as you insert yourself and run for the tower in the opposite (southeast) corner.

Tip

Need to know where the ctOS tower is? Look for the long metal pole, or, if your smartphone is Profiling, you can also follow the three blue data-flow lines along the ground to reach the pole.

Tower Yard Gate (South)

Accessibility Level:

The other method to gain entry into the tower yard is via the gate. Access this from the street after moving out of the restricted area and driving here. There may be foes milling about at this gate; employ the tactics shown below as you escape.

Note

There is also a door to unlock to the north, at the base of the tenement block. This leads to a couple of stolen ATM machines and little else.

After taking down any foes in the vicinity, rush to the tower gate (now unlocked), hack the tower, and prepare for an exit (don't forget to hack the Audio Log in this metal hut beforehand). With eight additional reinforcements in up to four vehicles, you need an escape plan, and now!

Progression Plans

You may now try one, parts of, or any combination of the following methods to escape. While there's a junction box and propane tank to detonate, these aren't in a high-traffic area, so prepare for two main options to conclude this mission:

Driving // Defensive: Leaving Little Trace

Difficulty:

Before hacking the tower, in the brief moments of quiet, locate a vehicle and position it facing the gate. This is your escape vehicle. As soon as the reinforcements are triggered, rush to the vehicle and speed away. You can even use the Viceroy's SUV parked near the gate. At this point, the usual plans of driving to hide from foes searching for you within their area come into play. Simply head as far from the tenement blocks as you can, varying your route. Employ the previously learned tactics too.

Tip

You can always run back through the tenement block yard toward your mission start location, before the Viceroys arrive in force.

Aggressive // Violence: Murder Was the Case

Difficulty:

Packing some serious heat? Or didn't preplan your escape? Then prepare for up to four vehicles filled with foes. They all pull up around or through the gate, allowing you numerous combat possibilities:

Step back and detonate a steam pipe close to the gate, and remove at least one or two vehicles.

Close the gate so the foes can't access the tower yard, then shoot them through the gaps in the gate.

As the vehicles pull up, lob grenades and IEDs into this packed area, and hope for multiple casualties. Hack foes carrying grenades to create further havoc.

Pull out a sniper rifle or automatic weapon and retreat to the opposite (north) wall behind the parked truck and stacked wood or pipes. Then start blasting.

Vary your location from the rear of the yard to the threshold of the two yards, retreating back if you're being swarmed.

As soon as you've slain all the Viceroys in the immediate vicinity, or you've fled from them and lost them in a driving chase, the mission concludes.

MISSION REWARDS

Gained XP +1,000

INVESTIGATION: WEAPONS TRADE AVAILABLE

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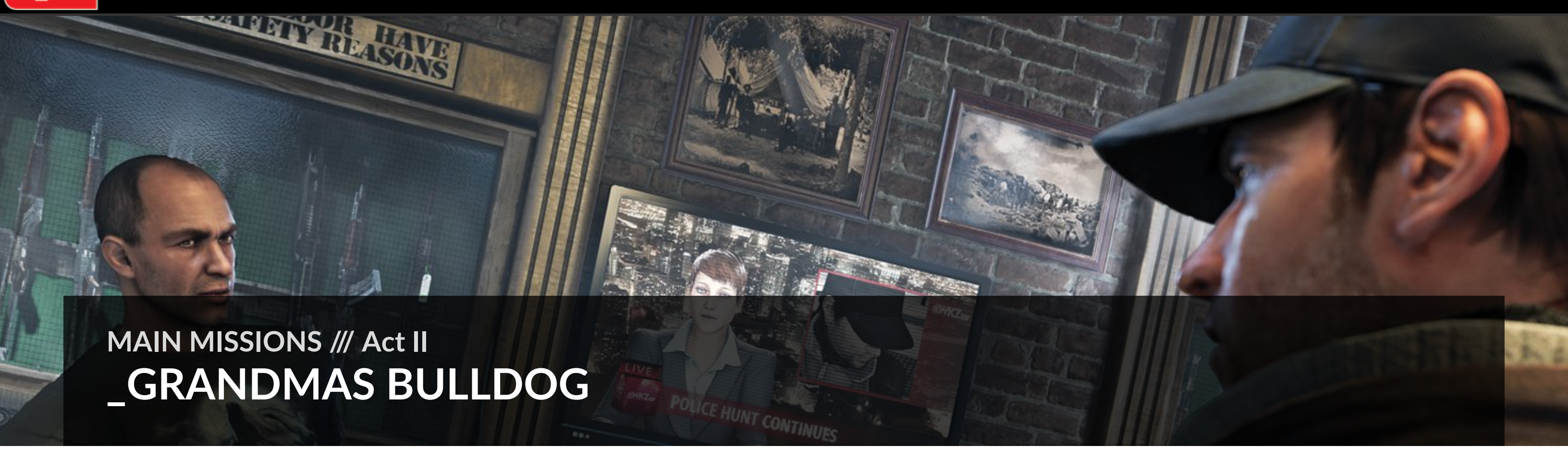

MAIN MISSIONS /// Act II

_GRANDMAS BULLDOG

MINOR SPOILER

OBJECTIVES

- Connect remotely to Rossi-Fremont
- Find the computer network matching the IP address

7.1 REMOTE CONTROL

Location / The Loop // The Bunker

Location / The Wards // Rossi-Fremont

- Connect remotely to Rossi-Fremont
- Find the computer network matching the IP address

Investigation

Data Hack

Difficulty:

Once you and Clara agree to start working as a team, head down to the main console and access the security network of Rossi-Fremont. This objective is extremely easy to complete, but the second objective—finding a computer network matching the IP address you're searching for—is a lot more involved. Fortunately, you can find it from the relative comfort of the Bunker.

Passive // Smart: Entering the Fortress

Difficulty:

Work methodically through the Viceroys' territory. Profile both of the Viceroy gang members and listen to their chatter if you wish. Then turn the first camera you find left, and access a webcam and the network hotspot.

Solution: Hotspot 1

The hotspot intrusion connects you farther up the Rossi-Fremont tower to an elevator courtyard with strewn weapons and gangbangers everywhere. Profile everyone if you wish, but your eye should be drawn to the cell phone on the planter to the left, in front of the vending machines. Hack that, then check the elevator. Call it, access the camera inside, and look left, accessing the elevator panel and heading to the upper floors.

Tip

You should be Profiling everyone living in these slums; some of them have "blue diamond" reticles that allow you to hack them for helpful items, such as bank account details, system keys, cars, songs, and so on.

There are multiple cameras on this double balcony level, and the camera can pan all the way down to the courtyard. Note the guard standing near a locked door under the rubble of a collapsed balcony—remember this for a future mission. Access the top-floor camera and then the one attached to one of the Viceroys. Watch as he patrols the corridor, turning the corner to a network hotspot. Hack it!

Tip

Learn the layout of this interior, taking your time checking everything out; you'll be infiltrating here later into your main missions!

Note

Remember to check for mislaid phones (for system keys) and other interesting activities: There's all manner of nefarious antics going on here!

Solution: Hotspot 2

Farther up the tenement block is an arcade room with Viceroys and ATM machines, a pool table, and assorted graffiti. Check the arcade cabinets; that game name certainly looks familiar! Then check the camera across by the pool table light. Next, hack a laptop with an interesting e-mail on it, and access a laptop webcam.

Ignore the ATM camera (or hack it for another view), and pan the webcam up through the hole in the concrete to a storage room filled with pills. First, check the floor near the toilet to your right for a phone with another Audio Log on it. There are two laptops—one to hack and the other to use its camera to reach a camera in the subsequent hallway. Flit through the hallway from camera to camera, past the elevator to your third hacking hotspot.

Solution: Hotspot 3

You're at the top of the tenement block. Look through the blue sheeting at a cluster of Viceroys, but the camera is to your right, through a hole in the blue tarp. Then connect to the camera in the narcotic room, another across the broken breeze-block wall, and the next one into a dark corridor with a door to unlock (you can't access that door during this mission).

It seems like you can't continue on, but wait a moment for a Viceroy with a connected camera to walk into the dark corridor and access his cam. He walks past some shutters and around to a room with a phone (containing another Audio Log) and two cameras. Either camera is fine to move to, and you can startle the gang member by opening the shutters.

7.2 POP GOES THE WEASEL

Location / The Wards // Rossi-Fremont

Look out of the computer room to a camera that leads to a corridor and a network cable that leads into the room to which the IP address of the computer Damien gave you is tied. Moments later, the Viceroy leader, known as "Iraq," steps out from the room, his dog tags holding the access code. He's joined by his portly cousin Tyrone "Bedbug" Hayes. After one of his underlings utters a racist line, you witness Iraq's lack of humor in no uncertain terms. Bedbug is given a case, a key to infiltrating farther. Your clandestine quest now concludes.

MISSION REWARDS

Gained XP +1,000

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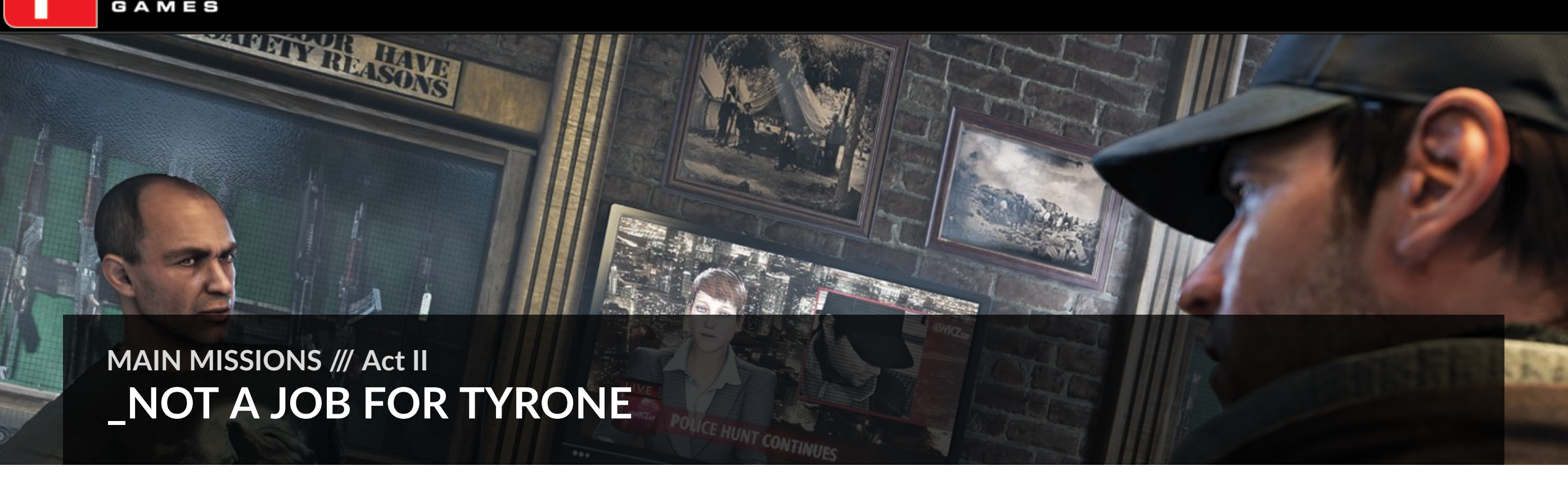

MAIN MISSIONS /// Act II

_NOT A JOB FOR TYRONE

OBJECTIVES

- Find access to Bedbug's home
- Install tracker on Bedbug's phone
- Follow Bedbug to get blackmail. Remain unseen
- Follow Bedbug to get blackmail. Remain unseen (continued)
- Use cameras to follow Bedbug
- Call Rabbit
- Guide Rabbit safely through the Viceroys
- Leave the area

LOCATIONS // MAPS

Location / The Wards // Rabbit's Yard

8.1 A BEDBUG CAN GET INTO ANY LADY'S BED

Location / The Wards // Bedbug's House

- Find access to Bedbug's home
- Install tracker on Bedbug's phone

Investigation

Data Hack

Difficulty:

After a call from Clara, head to the alley behind Bedbug's house, located in the western end of the Wards and a block south of the Woodpark West ctOS tower. When you begin the mission, you're tasked with locating blackmail and using it against Bedbug. Wander northwest toward the L-train track, and stop at the brick house with the Viceroy graffiti. Intrude into the building security router.

Solution: Hotspot 1

Solve the hotspot, and view a conversation with Bedbug and his grandma through his laptop webcam. As soon as you can, install the tracker at the onscreen prompt, and listen in as he receives a light scolding for his nickname; then leave the premises.

8.2 YEAH, B. LET'S ROLL

Location / The Wards // Bedbug's House

Location / The Wards // Rabbit's Yard

- Follow Bedbug to get blackmail. Remain unseen

Driving Investigation

Difficulty:

At this point, a Viceroy SUV pulls up at the alley's end (under the L-train tracks). Bedbug is on the phone with his boys. He enters the vehicle, and it slowly pulls away as you listen to Bedbug start to incriminate himself. Creep to the refrigerator, then the blue refuse bin just as he enters the SUV; don't get closer or you'll be spotted. At the side of the street is a parked vehicle that's ideal to use.

Progression Plans

You now need to follow the instructions of the objective to the letter; there are several ways to fail this, so careful, slow driving is the key to success.

General Preplanning

Near and Far: It's important to check how far you are from Bedbug. Move within 25 to 30 meters, and Bedbug begins to be alerted to your presence. Stop and back up if necessary. Move farther than 65 to 70 meters away, and you begin to lose your target and have 20 seconds to find the SUV. If Bedbug spots you or you lose the SUV, the mission fails.

Stay Holstered: You're here to gather intel, not shoot up the place. Stay in your vehicle or you'll lose Bedbug (unless you attempt a sprint along the edge of the route detailed below).

When Not to Follow: Bedbug moves through two gang checkpoints, and you need to avoid them. You can't follow an identical path, as you'll be stopped and probably shot. Which would be foolish.

Path Planning: The SUV's path is the same each time you try this mission, so you are free to vary the direction of the stalking. But the plan below is optimal for your needs.

Drive from the starting point under the L-train tracks, and make an immediate right. Slow to a crawl so you're not spotted.

While Bedbug gives a talk on street fundamentals, keep your distance and make an immediate left, heading north down the street. Slow down at the last tree on your right as the SUV crosses to a checkpoint.

Slow down completely, edging to the right, and when the SUV starts to move again, don't follow it into the checkpoint, but turn right at the junction or cut across the grass. Head east around the perimeter of the restricted area.

Make the next left, heading north. Move the camera so you can see the SUV parallel to you, heading through a second Viceroy checkpoint. Cross the next junction and continue north.

You may lose the target briefly as you pass the buildings on the left. Don't worry; slow down as you reach the next junction (with the traffic lights), ideally around 50 meters from the junction, near the last tree on your right; the SUV passes from left to right without spotting you.

Make a right (east) turn and park up by the gap in the white mesh fencing. Bedbug's SUV pulls in around the corner, into a series of backyards populated by gang members. He's out to take a little stroll. Your objective continues on foot.

8.3 DON'T WORRY ABOUT IRAQ...WORRY ABOUT ME

Location / The Wards // Rabbit's Yard

- Follow Bedbug to get blackmail. Remain unseen (continued)
- Use cameras to follow Bedbug

Investigation

Data Hack

Melee Force Likely

Difficulty:

Overview

Completion Point: An escape route for Rabbit, one of Bedbug's soldiers.

Dangers: Approximately 14 Viceroys scattered throughout the yards (Gunmen x14), all on foot, armed with pistols, shotguns, and machine guns.

Dangers: Three of these are Shot-Callers, able to command reinforcements of up to three additional soldiers.

Progression Plans

There are no intrusion points; you continue stalking Bedbug and there is only one route that is recommended. As soon as you take control of Rabbit, though, and Bedbug has left the area, you are free to add wanton violence to your offensive repertoire.

General Preplanning

Presupposition: The following assumes you've already learned the elements referenced in all earlier missions, so information isn't repeated too often.

Cameras: Remember that this yard has cameras everywhere, and it's worth locating them all now, as some of them become imperative later on. Use them to tag enemies, too, but not at the expense of losing Bedbug. A ctOS scan is also very helpful, but you may not wish to use up one of these craftable items, as your enemy tagging occurs quite slowly.

No Noise: Clandestine operations are called for. Melee strikes are tolerated if no one spots you. But gunfire fails this mission while you're tailing Tyrone.

Passive: On Rabbit's Tail

Difficulty:

This is the preferred path when following Bedbug, from the time he disembarks from his SUV to the conversation he has with Rabbit.

Yard 1 (Right): Drop behind the fencing. Step behind the stack of wood when Bedbug steps into Yard 2 and asks about the police. Then move to the blue tool cabinet and rusting stove in the far left corner.

Yard 2 (Left): Head across the alley. The foes behind and left of you never look your way. Stop by the refrigerator and creep along the low fence as Bedbug moves around the front of the van.

Yard 2 (Left): Move to the selection of wood pallets, crates, and other stacks in a curve ahead and left of you as Bedbug talks to one of his soldiers about shady ATM cards. Tag the foes using the nearby cameras or simple smartphone Profiling while the conversation is going on.

Yard 3 (Left): Follow the curved wood stacks around to the back of a white-washed garage, and stop at the covered barbecue. Watch as Bedbug talks to two of his crew. One moves away out of sight, and the other moves to the rotting couch. Pass behind him, or bring him down with a melee strike (that's one less foe to worry about later).

Yards 3 and 4 (Right): Move toward the alley, pass across, and hide by the refuse bin. When the patrolling soldier looks away, move to the right yard and then into yard four. Stop by the pallets and again at the board propped up at the gap in the wall.

Yard 5 (Right): Head around the board, passing the patrolling guard when he's looking the other way (melee-striking him is a great idea if you're fast). Then quickly move past the trailer, to the green refuse bin, and another board by the alley as Bedbug talks to his crew once more. When Bedbug moves from this point, tail him using the cameras. Hide behind the board or the truck parked across the way (but watch for the three soldiers in the alley on your right).

Aggressive // Stealth: Make a Few Soldiers Flail

Difficulty:

Want to try combat on the path that was just detailed? Well, there's at least three opportunities to melee-strike the soldiers along the way, which adds to your experience, as well as the prospect of being spotted. Here are some targets to try (and remember, no guns!):

Yard 2 (Right): The patrolling soldier around and right from the initial yard.

Yard 3 (Left): The foe standing by the couch after his talk with Bedbug, after Big B leaves.

Yard 3 (Right): The patrolling soldier; wait for him to walk away from you, then sneak and throttle him.

Yard 5 (Right): The soldier leaning against the wall, after you pass by the board.

Passive: On Rabbit's Tail (Continued)

Stay in cover, using the cameras to move to the two thugs Bedbug is talking to. Wait for him to move around to the back of a garage near a junction box, where Rabbit is standing. Don't worry about any proximity warnings about losing your target; he eventually walks into view. Be sure you're using this camera for the conversation.

It doesn't end well. With Rabbit refusing to kill Iraq, Bedbug draws on him. Your objective updates. Quickly hack the junction box just behind Bedbug so it explodes. In the confusion, Rabbit ducks behind cover and Bedbug orders his men to shoot the traitorous Rabbit on sight. Time to make a call.

8.4 I'M OUT, V'S. DO THIS RIGHT

Location / The Wards // Rabbit's Yard

- Call Rabbit
- Guide Rabbit safely through the Viceroys
- Leave the area

Data Hack

Escort

Escape

Lethal Force Likely

Melee Force Likely

Bedbug leaves his soldiers to track down Rabbit. Bad move. You're able to call him up, gain more information to use against Bedbug, and then help Rabbit (and yourself) out from his unsafe warren.

Tip

Gun violence is acceptable once you've escorted Rabbit out of the area.

Passive // Smart: Guiding Rabbit out of This Maze

Difficulty:

This involves the use of the security cameras and a sense of timing. From this camera's position, move Rabbit to the stack of pallets when the soldier is walking away from the camera.

Switch to this camera, moving Rabbit to this small stack of pallets when the soldier is walking away to the left.

When the foe in the alley turns and walks away to the right, switch to this camera and guide Rabbit across the alley to the wooden board on the fence's other side. Keep Rabbit moving to the blue container and pallets.

Move to this camera, watch for the foe behind the flatbed truck, and move Rabbit below the side of the truck, then across to these pallets.

Switch to this final camera, and position Rabbit on the right side of the pallet stack. Have him move on the near side to the camera, between the soldier's patrol, and out of the yard to the street. He tells you of a Viceroy hideout and gives you more information on Bedbug. Your mission objective updates.

Aggressive // Violent: Death Doesn't Phase

Difficulty:

If you're an uncaring sort, simply allow Rabbit to be detected at any point during his escape, so he's taken out by the other Viceroys. Then locate his phone, hack it, and receive the information about the Viceroy meeting.

Passive: Being a Pacifist Pays

Difficulty:

You don't need to encounter any more foes. Simply run down one of the narrow alleys between the boarded-up homes, where no foes are patrolling, and exit the restricted area. This is simple and effective!

Passive // Smart: Using Your Cellular Ways

Difficulty:

You can lure foes to the main junction box in the alley and can drop lures just around fences or other obstacles before lying in wait to lunge and strangle enemies. The sheer number of hiding places allows you to create your own takedown methods using attractions and then melee strikes. Just be sure you have your phone Profiling and the cameras rolling (or have a ctOS scan active) at this end of the yard; tag all the remaining enemies so you can see them before they move around a corner.

Aggressive // Stealth: Employing a Baton to Graze

Difficulty:

It's possible to tackle all the remaining foes by waiting for the lone patrollers to turn their backs on you and then throttle them. The group in the alley, however, are more difficult to tackle before they turn violent and a firefight erupts. Deal with them last. With three left, grab the first, then the second; you can usually strangle or flip two foes before the third gets a shot off. Shrug that off and deal with the last foe. Or, switch to guns.

Aggressive // Violence: Dropping Viceroys in a Blaze

Difficulty:

With all your arsenal available, you shouldn't flee the scene and waste this opportunity to earn experience points (XP). Even if reinforcements are called, you have a wealth of hiding locations to choose from and a huge number of escape routes in all directions:

Naturally, darting out of cover with a headshot primed is a key plan. But why not start your offense by dealing with the group in the alley? A grenade to startle, followed by machine-gun fire when they run.

Or a sniper rifle atop the central brick garage adjacent to the ctOS box.

An IED near a group of foes is worthwhile, especially if they don't see it. Then walk out, explode it, and watch the Viceroys scatter. A similar effect occurs if you hack a foe's grenade to explode.

Use the fencing to freak out your enemy. Seek them out, leaping over walls, and drop them with melee or gun blasts. If they dodge behind a wall, leap it. If they dodge back, leap back, then finish them.

Or, use the running-and-gunning plans. Shotguns at close quarters are excellent, and even a sniper from where you first entered the yard, down the alley, is an option.

Driving // Offensive: Knockdown Driving, No Delays

Difficulty:

That truck parked close to your position offers great armor and a ramming potential if you get into it, reverse, and drive into the cluster of foes, taking out four or five enemies before escaping. These are easy kills, and you can even move up and down the alley, popping enemies and sitting behind the truck on either side, using it as cover. Once you flee the Viceroy search area, the mission concludes.

MISSION REWARDS

Gained XP +1,000

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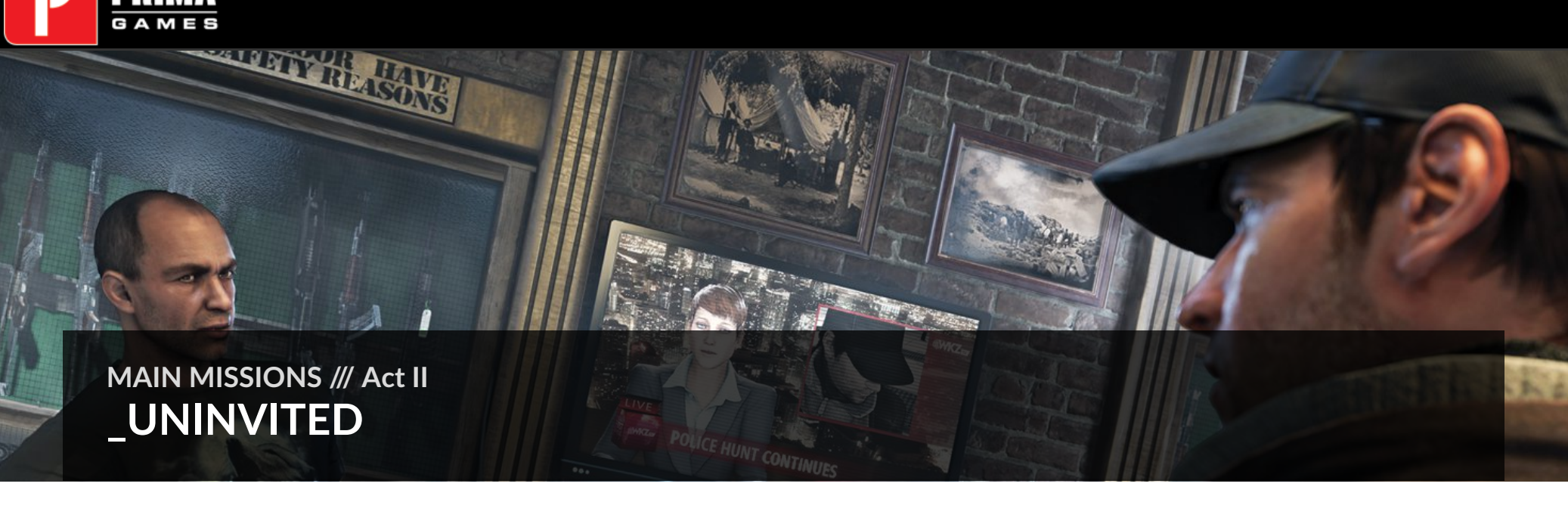

MAIN MISSIONS /// Act II

_UNINVITED

MINOR SPOILER

OBJECTIVES

- Destroy the truck with IEDs
- Reach the Sienna Brick Factory
- Find security video to plan your attack
- Prepare an ambush for the Viceroy meeting
- Viceroys incoming. Find a good vantage point
- Eliminate all of Iraq's crew
- Hack cell phone to intercept the call
- Hack Bedbug's call
- Take down the fleeing Viceroy
- Reach Bedbug's location
- Follow Bedbug undetected
- Call Bedbug
- Hack the sculpture to display blackmail

LOCATIONS // MAP

Location / Brandon Docks // Sienna Brick Factory

9.1 ROUNDING UP THE BOYS

Location / Brandon Docks // Ice Cream Alley

Destroy the truck with IEDs

Investigation

Lethal Force Likely

Difficulty:

You receive a call from Jordi; he's gathered some impressive new ordnance for you to try out, which is handy since you're heading to Brandon Docks to try stopping the Viceroys from mutinying. Head to the rear of an abandoned brick building, and approach the green ice cream truck.

Jordi opens up the back, introduces his boys, and after you refuse to help him take care of his small problem (which offends him more than you'll know), he offers up something sticky from his van. It's an improvised explosive device (IED), and it's extremely dangerous.

Tip

This device should already be familiar to you: You should already have unlocked the necessary skills, crafted and used IEDs and proximity IEDs, and know their benefits and dangers. But if you haven't used this projectile yet, there's never a better time to learn than right now!

Access your Weapon Wheel and select the IED, then throw it anywhere on or close to the truck. Step well back and detonate it, and the truck explodes with significant force. Check the immediate area for a resupply (so you have three IEDs), and then set off for the Viceroy meeting spot.

Caution

Step way back—detonate an IED too close to where you're standing and you'll die. A good tip to remember for the forthcoming festivities...

9.2 THE SWEET SPOT

Location / Brandon Docks // Brick Factory

Reach the Sienna Brick Factory
Find security video to plan your attack

Investigation

Data Hack

Difficulty:

Tip

Halt! Before you head to the target area, be sure you have a variety of projectile weapons at your disposal, as well as the IEDs. Bring a full complement of weapons with you too; you need to be fully stocked before the fight. Remember to refill any IEDs from the box Jordi left on the ground near the van.

Head east, across the road, and open the gate. Go down the rail track around the silo, to a large abandoned brick factory. This is the spot for the meeting, but don't enter yet; instead, ride around the perimeter, checking the six entrances and learning more about the vicinity. Then park up in the south part of the interior.

Enter the shuttered conveyor belt and storage area to the east, and locate the computer with the camera HDD. Interact with it and view evidence of past meetings. The footage is of interest, as it shows where the Viceroys park, where they stand, and where the meeting takes place. Use this knowledge and the tactics detailed below to bring pain when the Viceroys arrive en masse in two minutes!

Tip

Wait! Before you access the camera HDD and trigger a timer counting down to enemy arrival, you may wish to read on, prepare the brick factory with traps or vehicles, drop IEDs, gather any crafting items or other goods, and learn the layout of this place, without the threat of looming combat.

9.3 IMPROVISED EXPLOSIVE DEATH

Location / Brandon Docks // Brick Factory

Prepare an ambush for the Viceroy meeting
Viceroys incoming. Find a good vantage point
Eliminate all of Iraq's crew

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Brick factory, once you defeat all foes

Dangers (First Wave): Two Viceroy vehicles (Gunmen x2, Veteran x1, Enforcer x1 total), occupants armed with pistols, shotguns, and machine guns. One Shot-Caller per vehicle (total 2).

Dangers (Second Wave): Seven Viceroys on foot (Gunmen x4, Veteran x3), armed with pistols, shotguns, and machine guns. Three Shot-Callers.

Dangers (Third Wave): Seven Viceroys on foot (Gunmen x4, Veteran x2, Enforcer x1), armed with pistols, shotguns, and machine guns. Three Shot-Callers.

Enemy Insertion Points

You have two minutes to adequately explore this dilapidated warehouse, prep the interactive parts of it to aid you in your forthcoming fracas, and lay up to three IEDs in the spots where they'll cause the most damage; lay more if you're carrying proximity IEDs or if you've unlocked skills to increase your carrying capacity. Before you act, learn the enemy insertion points for this location.

North Entrances

Accessibility Level:

There is a train track to the northeast; the first Viceroy vehicle approaches from here. Reinforcements arrive from a mesh fence with an open door to the north. The train track continues to the northwest, where a gate is located. Viceroys appear from here if the gate is open. The warehouse's north end is rectangular and much wider than the southern area. It's a little easier to survive if you flee down the tracks, should the situation become unmanageable.

South Entrances

Accessibility Level:

The entrances to the southeast and southwest are on the warehouse perimeter and are closer together than the north entrances, meaning there's less room to maneuver but more room to lob area-effect weapons when enemies are around. Remember the gate at the southwest entrance; close it to prevent foes from entering from this direction. To the south is a long, relatively narrow exit, where reinforcements arrive from. Race to this spot if the warehouse becomes compromised.

Progression Plans

It takes additional care and attention to truly master the removal of multiple Viceroy threats, so take additional time to study the following interactive elements and ambush points.

General Preplanning

Tool Up: You need to have an excellent supply of weaponry for this. Close-combat guns such as shotguns or machine guns usually work well, compared to sniper rifles. Grenade launchers are also lethal.

Sandwiched: Enemies appear from the warehouse's north and south ends, so you're almost always going to be switching directions; keep an eye on the minimap for attackers sneaking up on you.

Styling and Profiling: Keep that phone out so you can mark nearby foes. You usually don't get the chance to use the cameras for long periods of time. Enemies are constantly appearing, too, so a ctOS scan isn't quite as useful here.

Interactive Elements

Now that you know where the enemies are heading in from, it's time to figure out every smartphone-controlled piece of this warehouse and how it can benefit you. Learn how to use any or all of them.

Aggressive // Smart: Cameras

Usefulness:

There are five cameras dotted around the warehouse interior. As the action heats up, these become less useful in pinpointing enemy movements, but your remote eyes are most helpful before the action turns chaotic. Use the cameras to see where your foes are wandering, and freak them out by moving forklifts or shutters up and down. You can more easily see when a foe is close to an IED too.

Aggressive // Smart: Gates

Usefulness:

There are two gates (northeast and southwest entrances), and the enemies take the opposite route in by vehicle when they first arrive. Keep the gates closed to prevent additional reinforcements from streaming in, effectively limiting them to four locations (which you can oversee if you're hiding and employing cameras or if you have your head on a swivel).

Aggressive // Smart: Overhead Crane

Usefulness:

Don't overlook this container suspended by a crane. This allows you to climb aboard and move it across the entire combat area from north to south, allowing access to either metal walkway. When you do this, the enemy has an extremely difficult time shooting at you, while you can crouch by the metal siding, lob grenades, or shoot down. More importantly, you can access most of the interactive elements and all your IED drops. Thoroughly recommended!

Aggressive // Smart: Forklifts

Usefulness:

There are a few forklifts parked around this area. They have three basic strategic functions:

Move them so you can stand on or climb on the pallet, and then reach a higher area, such as the west balcony or the roof of the shuttered area, which is a great vantage point!

Move them so you have somewhere to hide behind, or move the pallet up to prevent or expose an enemy trying to hide.

Move them up and down a number of times to attract enemies, perhaps with an IED as a present when they get too close.

Aggressive // Smart: Shutters

Usefulness:

The shutters on the eastern storage area serve a couple of functions, so don't overlook them:

Move them to an open position, which enables you to flush enemies out, removing the extra cover they afford. This is particularly helpful if you're up on the west balcony, firing down at foes.

Or run into the rear of the shuttered storage area, down the shutters, and wait for enemies to approach before cutting them down with gunfire or exploding IEDs placed at the storage area entrances. Before combat begins, you might want to search the work surfaces here; there's a phone containing an Audio Log on it.

Aggressive // Smart: Protectors

Usefulness:

These Protectors aren't particularly helpful, as they can be used just as easily by the enemy as by you. Place them in an upright position so a foe takes advantage of the cover, then remove the cover and remove the enemy threat more easily. Otherwise, these are reasonably versatile if you get caught on the ground and have foes approaching from the north and south (you can run to either side of the Protector as cover).

Aggressive // Smart: Regulators

Usefulness:

There are three of these throughout the warehouse. They are useful to start a chain reaction with other offensive equipment, such as blowing up a collection of canisters or as part of an IED explosion. As the escaping steam doesn't usually kill a foe, they are mostly useful for slowing enemies rather than stopping them.

Aggressive // Violence: Explosive Canisters

Usefulness:

There are barrels on the ground area to the north, clusters of canisters on the north and west balconies, turpentine cans on the ground tables, and other canisters scattered about. Though you can kick them about imprecisely, setting up a more formidable explosion with an IED is a great plan. Otherwise, fire at these to hinder enemies heading toward you. Or shoot them to create a disturbance.

Preparation for the Ambush

When the two-minute timer starts to tick down, you are encouraged to fiddle with the interactive elements (tactical knowledge was imparted previously), but you also need to prep your IEDs for the combat to come. Known guard locations appear throughout this area, though the following places are preferred for IED placement (especially as you have only three):

Under vehicles: Drop one between the tire marks at the north and south ends. If you have a proximity IED, drop one there, then run to the opposite end and drop a normal IED. That way you can detonate both vehicles around the same time.

Central ground table: This has the most chance of hitting foes approaching from either direction.

Western balcony: Foes usually head up here (especially if you're waiting there), so drop down and detonate.

Entrances: The Viceroys must enter from one of the six entrances, but don't detonate immediately; flee outside or to a dead end where foes are lured toward you, and then detonate.

IEDs take out a single foe if you place them on the ground. But consider sticking them to a vehicle you've driven into the middle of the warehouse, or close to a cluster of explosive canisters. That's a bigger explosion, and better use of your resources!

All the other flagged locations are an option, too, but you usually take out only one foe with a detonation, and a headshot is much easier and quicker.

Tip

Check this guide's map for the location of some Crafting components, including IEDs near the computer.

Ambush Locations

With a better sense of this area's layout and the interactive elements you can rely on, you should now think about where to begin your assault from, despite being outmanned:

Aggressive // Violence: Northwest Gate

Difficulty:

This is a reasonably safe area, as the southern Viceroys can't immediately access you, and you have numerous cover options in the clutter, as well as a gate to prevent foes from ambushing you (though you still need to check periodically for them firing through the gate). Simply play the waiting game, clustering your IEDs around this area, making short work of the SUV and any foes that approach. Venture out to kill any stragglers.

Aggressive // Violence: North Balcony

Difficulty:

This is a short walkway with an exit on each side. It is completely open aside from the container crane. Use this area only to reach the crane; it isn't a particularly safe place to stay. Though you can bring gunfire down on foes below, you're easily trapped and surrounded.

Aggressive // Violence: Overhead Crane

Difficulty:

As previously discussed, this is an excellent ambush point and most entertaining, as you can remain hidden up here until all your IEDs go off, then target any foes you see. If the foes concentrate their fire on you, start the crane and move back and forth along the warehouse, firing down and lobbing grenades. You can target enemies anywhere, from the west balcony to the shuttered storage area. The only dangers are being the focus of attention and the fall if you try to drop before reaching either balcony.

Aggressive // Violence: Western Balcony

Difficulty:

Most enemies usually head here, as this offers reasonable protection and stairs with good cover options before foes reach the middle of the balcony. You can escape via the forklift or either stairwell, and although you're attacked from both directions, there's usually time to react before you're surrounded. There's also canisters on either set of steps to blow up, and you can see IEDs and foes on the ground below.

You can also lie in wait underneath the balcony, firing up and killing foes from below (which is difficult) and using the forklift to climb onto the balcony if you want to escape. There are fewer advantages if you're under the balcony, as you're more easily swarmed and don't have the height advantage.

Aggressive // Violence: Eastern Storage

Difficulty:

Another overlooked area but one that you might think about holding up as a "last stand," with both shutters closed to stop incoming enemy fire and to funnel the enemies through either of the entrances. Retreat to the end of the storage area, and before the enemies reach you, peek out from cover and drop foes and explode ordnance you've used as traps. In a pinch, you can raise a shutter and escape.

Aggressive // Violence: South Balcony

Difficulty:

Much like the northern balcony, you have fewer options in terms of cover, and the tighter entrance structure of the warehouse's southern part means this is even more dangerous. Climb on a summoned overhead crane from here, but otherwise, you may wish to steer clear, unless you've trapped both sets of stairs and are sniping like a madman, as there are great lines of sight. However, it's better to stay on the ground and retreat down the southern exit if you prefer long-range attacks; just watch behind you for incoming foes.

Ambush Plans

Need further encouragement? Then think outside the box, or in this case, the warehouse. Here are a few more options for the sideways thinker:

Aggressive // Violence: Outside the Box

Difficulty:

If you're planning to sit inside the warehouse, the variety of lures are extremely helpful in moving foes toward your line of sight. If you're setting up a defensive position in a dead end and foes aren't coaxed toward you, lob a lure to help you out.

Think a sniper rifle isn't the best course of action? Think again! Flee out of the warehouse to the large gray storage building to the east or the open warehouse to the west. Set up a camping spot with views through the entrances.

Or, stay outside the warehouse. Although there's a mission perimeter, it is large enough for you to sit behind the brick pallets and wait for the enemy to come to you; then remove them as threats.

Park a vehicle at one of the open entrances prior to starting this objective. Stick an IED on it, drive it into the fray, flee from the vehicle, and detonate it! You can also use a vehicle as moveable cover if necessary.

Cordon off the south or north part of the building entirely by driving three large vehicles and blocking the entrances. Or go nuts and drive six vehicles to block every entrance: This slows down the reinforcements a great deal, allowing you extra time to return to the vehicle, shoot foes clambering over or around it, or use an IED to detonate it.

9.4 GOT A RUNNER

Location / Brandon Docks // Brick Factory

Hack cell phone to intercept the call
Take down the fleeing Viceroy

Data Hack

Vehicle Chase

Lethal Force Likely

Difficulty:

There's a phone ringing on the central table of the half-destroyed brick warehouse, which is strewn with Viceroy bodies. It's an incoming call from Bedbug. Answer it, letting him know you've somewhat depleted Iraq's forces. As the call ends, a straggler in the waste ground to the brick factory's southeast realizes what's happened and decides to flee. Time to tie up this loose end!

Tip

Stand in the area's southern part, where the first vehicle arrived, so you're as close as possible to the fleeing target. Then hack and intercept the call. Better yet, head outside, find a Viceroy SUV (or a favored vehicle), reverse it into the southern part of the brick factory facing east, and then take the call; that way you don't even need to scramble for a vehicle before the chase begins!

Driving // Offensive: Viceroy Round-Up

Difficulty:

At this point, a familiar style of vehicle chase begins. Assuming you didn't bring a vehicle with you, there's a Viceroy sedan (the Vessel), a Viceroy SUV (the Polar), or a parked bike. The bike is excellent for weaving around obstacles if you plan to use hacking (not ramming!) to take down the fleeing suspect. The SUV actually steers and is more solid than the sedan, which is the least advisable of the vehicles. Utilize one and start the chase.

The foe always takes the same route. This is helpful, as you can try evasive maneuvers you've previously learned. Or you can rely on the ctOS hacks or cut corners to reach the road ahead and block the Viceroy:

He speeds left out of the brick factory yard (spikes).

He then heads left at the traffic lights and moves onto the railroad tracks. Shunting him near the parked rail container truck is a great way to finish this chase early.

He heads up an embankment and makes a long loop around the smelting coal yard, passing traffic lights.

Then he goes over a bridge and skids right at the next traffic light. He turns right at the next light.

After a left curve, he turns right at the next traffic light. Next he heads down the road, swings left and then right and through another set of traffic lights under an L-train bridge.

After one more set of lights, he attempts to enter the freeway. If you haven't caught him by this point, you may want to rethink your driving skills!

Tip

Be ready to terminate the Viceroy with weaponry if you incapacitate his vehicle or if he flees. The usual tactics apply.

9.5 EYES AND EARS INSIDE ROSSI-FREMONT

Location / The Loop and Mad Mile

Location / The Loop // Face Fountain

Reach Bedbug's location
Follow Bedbug undetected
Call Bedbug
Hack the sculpture to display blackmail

Driving Investigation

Investigation

Data Hack

Difficulty:

You must now attempt to drive into the city. Quickly head north, over the water, and drive to the area of the park where your hacking leads you. Bedbug is in his SUV and is moving north along the main road. Don't head straight for the vehicle, as this alerts him and fails the mission. Be as subtle in your clandestine surveillance as you can.

Bedbug and his two-man crew disembark and head into the sculptural pool area. Exit your vehicle and drop down behind the low wall or concrete planter to watch the proceedings. When prompted, call up Bedbug; tell him you have a job for him, which freaks him out. Remain in cover. Bedbug's crew desert him, leaving him ready to receive an offer he can't refuse.

Creep over to the cube-shaped planter and hack the ctOS junction switch. Upload the blackmail video, which starts to play on the bank of diamond-shaped LED screens on each side of the shallow reflecting pool. Bedbug is terrified of the images showing his disloyalty and is obviously susceptible to your blackmail plan. He'll be your eyes and ears inside Rossi-Fremont now. This mission concludes.

MISSION REWARDS

Gained XP +1,000
SongSNEAK: C.R.E.A.M. By: Wu-Tang Clan

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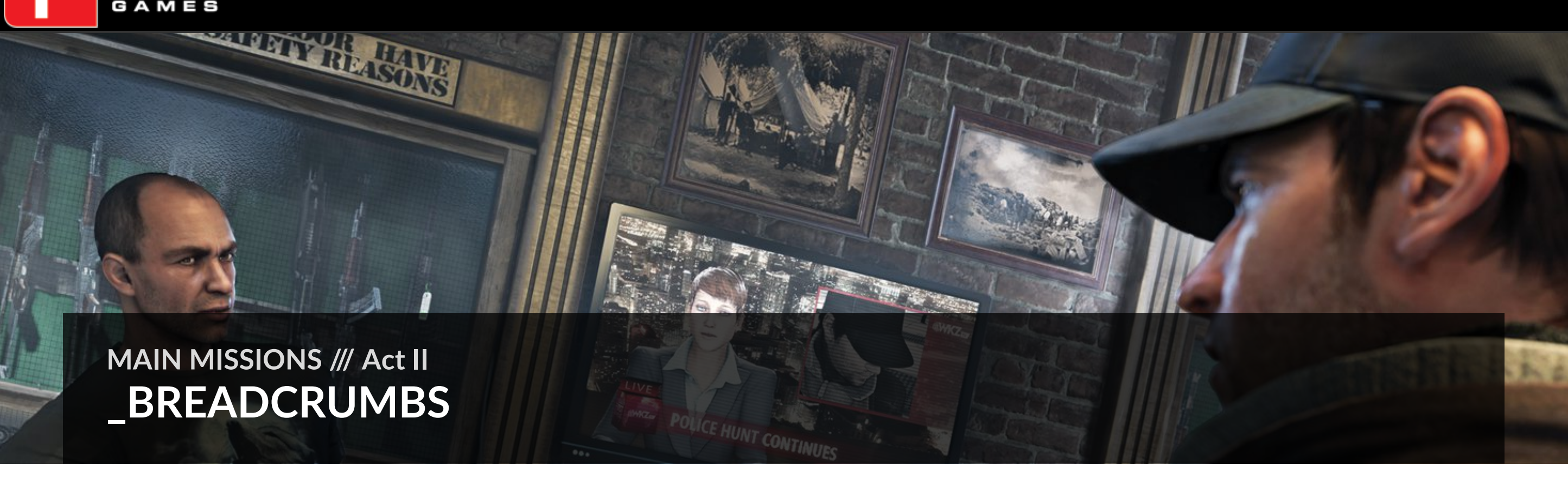

MAIN MISSIONS /// Act II

_BREADCRUMBS

OBJECTIVES

- Wait for a briefcase handoff
- Follow the briefcase unseen
- Tail the boat with the briefcase aboard
- Locate the briefcase unseen
- Infiltrate the marina to reach the briefcase
- Escape the marina

LOCATIONS // MAP

Location / The Loop // City Marina

10.1 CASING THE JOINT

Location / The Loop // South Riverside Wharf

Track the auction briefcase and watch for hand-offs

Follow the briefcase unseen

Investigation

Data Hack

Difficulty:

With a final bearing on the briefcase you've been searching for, head to the wharf and begin this mission. When the objective appears, wait a moment, focusing your attention on the newsstand, with your smartphone Profiling. A few moments later, there's a handoff. Remain on the tree's near side, more than ten meters away from the Club associate who has taken the case. Begin a very slow dawdle.

Passive // Smart: From Newsstand to Speedboat

Difficulty:

There's only one real method of remaining on the tail of this briefcase, and that's to watch all the subsequent handoffs without being spotted. You can remain on the concrete patio, but it's far easier to head down to the path by the river, which is farther away from the target but still within visual range. The Club associate hands over the case to a second man waiting by an ATM below the road balcony.

During your viewing of the briefcase movements, you may be temporarily distracted by:

One or more members of The Club watching for suspicious activities. They'll spot you when you move too close to them.

One or more members of the general public recognizing you and attempting to call the police to turn you in. This only occurs if you have a low (bad) Reputation level. Watch for the light green triangle warning. Focus on this problem first.

Even if you head out of range of the briefcase search, you can quickly and easily return into the area to see it.

At this point, you have three options, which you probably already attempted if you were spotted previously:

Move (or run) out of the area where the person is looking, so the warning triangle disappears. This isn't particularly helpful here, as you can't run toward the briefcase holder or the mission fails.

Step up to the person once they start to call the police, and slap the phone out of their hands. As long as this isn't in the area where the briefcase is, you can remove the inquisitive citizen who tries to turn you in.

Perform a ctOS scan and block the phone call.

You can also spend your time hacking any "blue" citizens for their bank accounts, cars, system keys, or songs.

Head back to watch the briefcase movements, as the next fellow strolls over to the edge of the wharf, waits a few moments, and then nonchalantly throws the briefcase into a waiting boat. At this point, or even before the briefcase movement takes place, you should locate a preferred method of transportation and prepare for the next objective.

10.2 COASTING FOR THE CASE

Location / The Loop // South Riverside Wharf

Location / The Loop // City Marina

Tail the boat carrying the briefcase

Driving Investigation

Difficulty:

At this point, you have two possible modes of transportation you can use to follow the departing speedboat:

Driving // Defensive: Boating for the Briefcase

Swim to a nearby boat (there's usually one on the opposite wharf in Mad Mile). Start your boat just before the craft you're tailing departs from the wharf, and follow it roughly east at a reasonably slow speed. You pass under the steel bridges (which you can lift for fun). Stay farther than 45 to 50 meters away from the boat, or suspicions are aroused and you may be spotted. Slow down immediately if the foe is alerted.

The boat you're following turns slightly right (southeast), heading through the area between the jetties on the right and the breakwater on the left. Continue to track this enemy, increasing your speed a little as the boat does. The boat continues for a few moments before slowing down and coming into dock at the City Marina wharf.

Follow the boat using exactly the same route it took, or you may be stranded during this next infiltration. Head through the gap in the movable dock walkway, and watch as the boat you're tailing enters a garage with the door closing behind it, at the main wharf building. Remain no closer than 50 meters and slow to a stop. You can watch as the briefcase carrier eventually appears on the dockside and walks around the building to the left (east). Your objective now updates.

Driving // Defensive: Biking for the Briefcase

Sit astride one of the motorbikes parked in the initial plaza, and as the boat departs, follow it along the pedestrian walkway (without raising the alarm of the driver). You're moving along a narrow riverbank with numerous innocent citizens, so it's usually a good idea to keep your top speed down and your ramming speed minimal. Don't overshoot stairs and launch over roads to such an extent that you lose control and crash; it's embarrassing and can cause the boat to get away. Slow down more than usual to maintain control.

Only hit the throttle on the straights or if you have a keen knowledge of the pathway ahead. Be aware of cross traffic as you leap across roads and down the stairs. You could take the main road, but it's quicker to keep an eye on the boat by staying on the coast, weaving through the park, and eventually reaching the dock before the briefcase carrier eventually appears from a garage. Ditch the bike and sneak across the bridges to being an infiltration.

10.3 DOCK AND COVER

Location / The Loop // City Marina

Locate the briefcase unseen

Infiltrate the marina to get the briefcase

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Briefcase, on the far (south) side of the marina.

Dangers: Eight Club members (Veteran x4, Elite x4, armed with shotguns and automatic rifles).

Dangers: Shot-Callers x2. At least three reinforcements if called.

Insertion Points

At the marina, you can moor your boat at any point if you can avoid being spotted. However, this mostly puts you at a tactical disadvantage, so you may wish to consider the following insertion options:

Northeast Jetty

Accessibility Level:

This has two guards waiting to prevent you from accessing this area. Though you can move your boat around them and disembark, this is dangerous. It's usually wiser to swim or claim a boat and move to another insertion point rather than trying to find the briefcase from this area.

Northwest Jetty and Boat Crane

Accessibility Level:

Pulling up to this crane and boat allows you to climb on the suspended vessel and ride it around to the wharf's northwest part before beginning a clandestine assault on the premises. This involves the least amount of risk, and you can choose whether to access the garage to the east or the wharf perimeter.

North Garage

Accessibility Level:

Wait until the briefcase carrier has left the area before opening this door. You can enter, climb up the ladders and onto the concrete walkway, and begin a stealth assault, but the noise may alert enemies and fail the mission. There are crafting items in here, too.

South Slipway

Accessibility Level:

A great place to run aground if you're throwing caution to the wind, as the briefcase is located at the slipway's far end. You obviously won't be winning any stealth awards using this insertion point.

Progression Plans

You may now try one, parts of, or any combination of the following methods to access the briefcase.

General Preplanning

Camera Access: Cameras are helpful to your progress here, as you can access some of the wharf without moving more than a couple of times. Study patrol routes before you act. Optionally use the ctOS scan to sweep the area in seconds and tag everyone.

Melee Mayhem Preferred: Due to the lack of escape options, it's usually better to rely on your baton and fists, though this is purely optional.

Driving // Defensive: Part 1: No Fights: Cameras, then Action

Difficulty:

Follow the target carrying the briefcase until he places it on a workbench near the south slipway. Locate the northwest jetty and hack the cameras, moving counter-clockwise until you watch the briefcase being placed in this location. Once the objective updates, you are free to use any methods you wish to retrieve the case.

Driving // Defensive: Part 1: Boating for a Briefcase Extraction

Difficulty:

Another way to verify the briefcase location is to stay on the boat (or locate one) and move slowly around to the south slipway. Don't stray too far from the mission area, and circle around until you spot the case on the metal workshop table at the slipway's far end. Now you can assault the premises using any method you like!

Passive: Part 2: Sneaking Around

Difficulty:

If you wish to moor near the garage, you can actually head inside the structure. You can either open the door and enter by boat, go through the walkway doors from outside, or climb the ladders from the water. Make an extremely well-timed sneak east and south. Go up the steps, heading past the stacked pallets and going around the corner to the right, to the briefcase. You can do this without combat, but you're usually challenged by patrolling guards at the briefcase.

Driving // Offensive: Part 2: Running Aground

Difficulty:

If you want to complete this mission in the fastest possible time and can withstand a few bullets, use a boat to hove around to the southern slipway. Accelerate so your boat runs up the slipway, ideally crushing one of the patrolling guards! Then access the briefcase.

Tip

Dealing with the alerted enemies is thoroughly recommended, as you will usually die if you study the case while under fire. Execute any foes you wish, and access the case.

Aggressive // Smart: Part 2: Gaining Ground

Difficulty:

When the briefcase-carrying foe enters the garage, moor your boat (or access the area) at the northwest jetty, close to the boat crane. Climb onto the boat attached to the crane. Hack the crane to be transported to the western wharf area. As the crane moves, optionally access the cameras to mark the foes ahead of you. Drop down behind the boat as a foe comes over to investigate; then throttle him and begin a series of cunning stealth attacks.

Aggressive // Stealth: Part 2: Takedowns to Confound

Difficulty:

You're able to strangle or baton most of your enemies. After dropping down from the boat on the crane, work your way along the wharf from north to south, watching for patrol patterns and tackling the enemies one at a time. Watch for the patrolling guard on the slipway; access him by creeping by the brick building. Then to be safe, defeat the two foes on the corner area before accessing the briefcase. There are two final foes over on the northeast jetty; leave them alone and follow up with ranged fire or lures after accessing the briefcase.

Or, you can tackle the foes with melee strikes starting at the northeast jetty, but you'll need to distract the first foe, as it's difficult to rush him without being spotted.

Or, you can simply dive into the water and sneak around the concrete perimeter. However, if you're discovered, it's very difficult to survive while treading water and dodging bullets.

Aggressive // Violence: Part 2: Your Gun Skills Are Renowned

Difficulty:

Bring ranged death on the guards of the marina! Pistols or automatic weapons are always ideal, but there are other ways to kill your way to the case:

Speed around the marina's perimeter in a boat, stopping periodically to snipe at foes from your moving camping position.

Use the large propane tank, a foe with a grenade you can explode, or junction boxes; lure as many foes as you can to the danger and then detonate it.

Stay around the garage area, which has exit doors and cover, compared to the low pallets and open area of the marina.

10.4 BACK ON DRY LAND

Location / The Loop // City Marina

Escape the marina

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

When you reach the case, claim any nearby crafting items, then open and scan the contents, whether there are enemies left or not. Then it's a simple matter of escaping the marina. Achieve this in one of two recommended ways:

Rush the jetty to the northeast or southwest, accessing the rotating bridge with your smartphone.

Locate the nearest boat and flee to the water; this is advisable if reinforcements are arriving and if the boat is close by. Remember, there's always the boat the briefcase carrier used!

Once you're away from the marina and have lost any foes, the mission concludes.

Note

The ctOS control center in Mad Mile must now be unlocked before Main Mission: Stare into the Abyss can be started.

MISSION REWARDS

Gained XP +1,000

ctOS Center: MAD MILE MUST BE UNLOCKED

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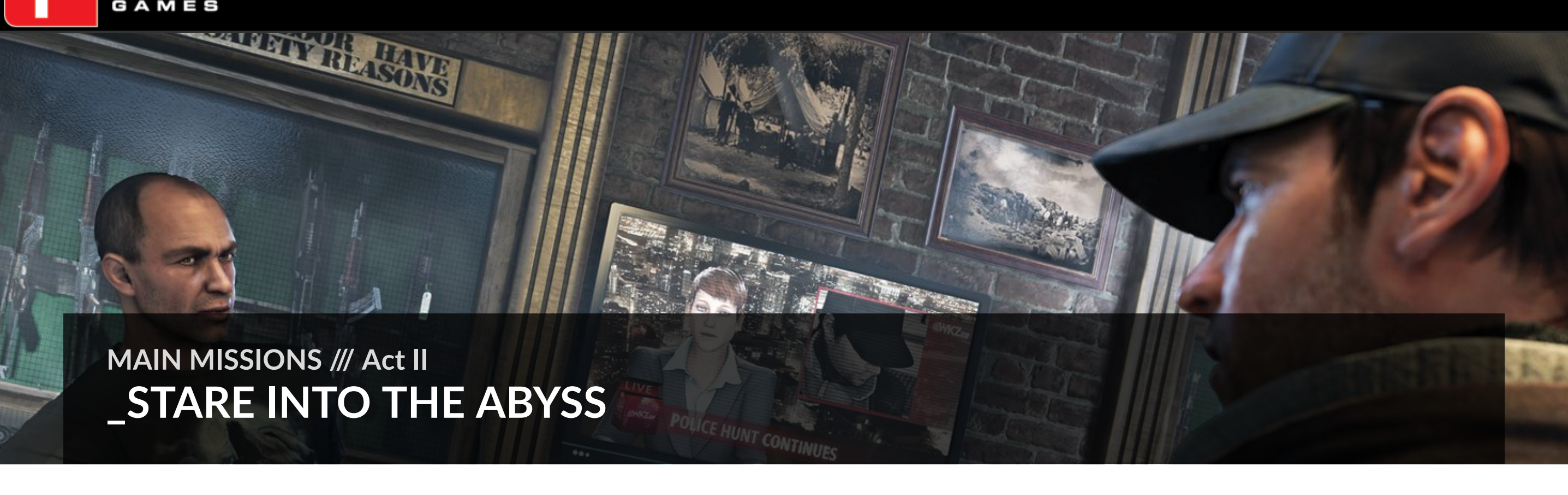

MAIN MISSIONS /// Act II

_STARE INTO THE ABYSS

OBJECTIVES

- Hack the ctOS box to find Crispin
- Eliminate Crispin
- Find a vehicle and pursue Crispin
- Hack Crispin's phone to obtain data
- Kill all of Crispin's backup or escape
- Go to the private lounge, Infinite 92
- Follow the host
- Leave Infinite 92

LOCATIONS // MAP

Location / Mad Mile // Car Showroom

Note

This Mission requires ctOS Control Center: Mad Mile to be unlocked first.

11.1 GUY HURTS GIRLS. MAKE HIM PAY.

Location / Mad Mile // Car Showroom

- Hack the ctOS box to find Crispin
- Eliminate Crispin

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Tip

Stop! Be certain you've gathered enough weaponry, ammo, projectiles, and crafting supplies before this mission starts.

After placating Yolanda, you receive a call from Clara that mentions the whereabouts of Crispin, who's a real nasty piece of work. Head over to the northern part of Mad Mile, and secure more information regarding the car showroom. Run to the server box on the structure's northeast corner and hack the hotspot.

Solution: Hotspot 1

You see Crispin Nicholas and Lucky Quinn's chief heavy stroll through the showroom floor, picking out a vehicle. Crispin eventually settles on a Luciano. Meanwhile, you have the command of the cameras. Scan to tag all the guards (a ctOS Scan is also possible, but not necessary to waste for such a confined location), and afterwards, check the outside planters for components.

Overview

Completion Point: Crispin, and his cell phone, currently in a locked lower showroom office.

Dangers: Eight members of the Club (Gunmen x1, Veteran x7), armed with pistols and machine guns. Six are Shot-Callers. Crispin (Gunman x1) is in the manager's office.

Reinforcements: The Club usually send up to three vehicle with two foes each (Gunmen x2 or Veteran x2). But you need to concentrate on Crispin escaping instead.

The car showroom is a porous location, with glass windows on most walls that you can shoot into and foes can shoot out of. The showroom is stepped, too, with the lower area having less room to move and Crispin inside a locked office.

Insertion Points

Main Showroom Doors (North)

Accessibility Level:

This allows access to the front desk and has a guard standing by the entrance. You have a good view of both the upper and lower showroom areas and some reasonable cover opportunities if you head for the desk (with the Attract phone and hard drive to collect) and the rotating vehicle display.

Main Showroom Doors (West: Papavero Section)

Accessibility Level:

Double doors on this side are also guarded by a single foe, near the Papavero display. The button for the shutters in this area is on the wall near the stairs down to the lower section. The open area is a problem for cover; your best bet is the car display and sofa.

Main Showroom Doors (Southwest: Lower Showroom)

Accessibility Level:

The steps, planter, and railings make this slightly less beneficial to attack from, as you want as few obstacles as possible when moving back and forth; however, there's a good view of the lower showroom from here—even better if you're sniping from across the parking structure. Crispin's car departs in the opposite direction, though, which can make a chase a little more problematic.

Main Showroom Door (Southeast: Lower Showroom and Forecourt)

Accessibility Level:

There's only one door, meaning entering and exiting is more difficult. However, the forecourt has some excellent planters you can hide behind, and you can prepare the area with traps (e.g., IEDs) in case Crispin escapes through the window in his vehicle. You can determine where Crispin is as well—inside the office just to the door's left (south). Watch out: Once the initial threats are removed, the police may be called.

Progression Plans

You may now try one, parts of, or any combination of the following methods of tackling Crispin and his goons.

General Preplanning

Camera Marking: You are fortunate that the security cameras in the showroom allow you to mark every foe. You can also inspect the interior of the building remotely and can hack the phone with the system key.

Reinforcement Wrangling: Not only can Crispin or his guards call for backup (and they usually do within seconds of you revealing your position), but the Police may also be involved in the following action and chase. So bring Jam Coms at the very least!

Chasing Crispin: Crispin is all set to drive off in his elongated purple monstrosity, but you can off him before he gets the chance. This all depends on whether you opt for a chase. He's in the lower office area, close to the purple vehicle he escapes in.

Aggressive // Stealth: Spec-Ops Takedowns While Pursuing the Car Buyer

Difficulty:

It's almost impossible to complete your eight-man takedown with just a baton and some strangler's hands. But you can minimize your gunplay if you wish; simply lurk outside the north door planters brandishing a Spec-Ops weapon, line it up with the foe at the door, and drop him. Usually this goes without a hitch, allowing you to aim at the second foe atop the stairs. Minimize your chances of being seen by hacking the car platform so the foe isn't looking directly at you, and use Focus so he doesn't warn Crispin in time.

Indeed, if you do this without freaking Crispin out, the remaining foes come to investigate the kill, including Crispin! Simply wait for him to walk near you, and execute the freak without having to chase him all over town!

Aggressive // Violence: Hostile Combat until Everyone Expires

Difficulty:

Violence and gunfire allow you to easily pick off the eight foes and take out Crispin and his car. Try any or all of the following during your assault:

You can't simply rush into the office where Crispin is, as the doors are locked. But you can sit by one of the planters by the lower section, along the same wall as the router you just hacked, and execute one of the guards. Then take out the stream of foes who appear to investigate.

Throw a lure out into the forecourt by the door. When the goons walk to investigate, club or shoot (with a Spec-Ops weapon, if possible) them until no more appear. This thins out the herd, allowing you to infiltrate from any other entrance and face fewer foes.

If you're intending on the direct approach, try mowing down the foes on the upper showroom floor first, then diving into cover so you aren't struck by foes creeping from outside. Concern yourself only with the entrances. Next, set up behind cover and wait for foes to appear before offing them.

The lower showroom is congested with foes and car stages, so lob a grenade in there from the upper showroom or from outside. A firefight from the upper steps is also advisable.

Any weaknesses the guards have (e.g., Disrupt, Explode, etc.) can be used to good effect, although this wrecks havoc in the showroom and Crispin flees almost immediately. So head around the outside of the showroom, hack one of the guards close to Crispin, and when the guard fumbles with a grenade and Crispin tries to flee, shoot him!

Remember all the glass is breakable and can be shot through, which is great if you have a foe in your sights, but there are many more opportunities for foes to drop you when they head outside.

You may be tempted to blast from long range with a sniper rifle, perched on the upper floor of the parking structure to the southwest. Or you can fire from behind the planters in the forecourt east of the lower showroom.

When Crispin appears (usually with three or four foes left standing), he bolts for the Luciano, the purple vehicle he just chose. There are some ways to make sure this wasn't a great purchase:

Shoot out the tires (and the engine if you have the time and bullets) during previous firefights. Or stick an IED on the car in the showroom, and detonate it during the escape (or automatically if it's a proximity IED).

Plant an IED on the ground where Crispin will drive—the plaza to the east. Ensure an explosion by detonating a proximity IED as Crispin escapes in his new car, and block his escape route with a parked vehicle, and slow him down so the IED detonates under his car. Do this before you enter the showroom. This severely damages the vehicle and makes the subsequent chase easier.

Or locate your own vehicle, drive it to the side of the showroom, and park it and another vehicle just outside the alert range of the foes but in the path of Crispin's escape route, so he rams and halts the vehicle. This should give you enough time to execute him.

Caution

While there's glass windows and enough space to drive a car in, this doesn't work in these tight confines; only try biking in here for fun.

11.2 (OPTIONAL) COOKING CRISPIN

Location / Mad Mile

- Find a vehicle and pursue Crispin
- Hack Crispin's phone to obtain data
- Kill all of Crispin's backup or escape

Vehicle Chase

Data Hack

Lethal Force Likely

Difficulty:

If you couldn't take down Crispin at the showroom, he drives away at speed. When his vehicle is impaired, he flees on foot, firing his special handgun at you. Much like any chase, there are two main methods of bringing down your target and avoiding any Fixers that are chasing you:

Driving // Offensive: Coming to a Screeching Halt

Difficulty:

First, ignore any of the Fixer's allies until Crispin is down. Check the main map and minimaps, choose one of the many impressively fast vehicles in the showroom, and chase the target with extreme focus. But don't race too quickly and take corners too sharply or you'll crash and lose distance between you both. When you eventually reach the Fixer's vehicle, try any of the following:

Ram straight into the back of the car.

Attempt a PIT maneuver by striking the rear corner of the car, sending it fishtailing.

Sideswipe the vehicle so it veers off and crashes or grinds against the side of a guardrail.

Predict where the car will be and intercept it with a sideswipe.

Predict where the car will be and intercept it with a head-on collision.

Try to push the target car into a narrow road or alley, where it can't drive around you.

Ram the target car until it starts to billow black smoke and the target exits.

If your vehicle becomes inoperable, quickly locate a new one and resume the chase.

At any point you can block the vehicle or slow it down enough for you to exit and begin raking the vehicle with gunfire (particularly the tires and windshield).

Driving // Smart: Hack the City and Find a Fault

Difficulty:

You can halt Crispin's car by utilizing the many hackable objects around Chicago. If the situation calls for it, and if you've unlocked enough Skill Points to access certain hacks, try the following (avoid the ensuing accident if it occurs!):

Hack traffic lights to cause congestion.

Hack junction boxes so they blow, striking the vehicle.

Hack bollards so they rise, stopping the vehicle.

Hack bridges so they rise, slowing your Fixer's vehicle.

Hack spikes so the Fixer's car tires blow out.

Hack steam pipes so they blow, disintegrating the vehicle.

Then ram or block the Fixer's car and destroy it or get out and slay the Fixer.

Aggressive // Violence: Common Assault

Difficulty:

If Crispin tries to escape, you can:

Drive over him in your vehicle.

Shoot him in the head with your pistol.

Strafe him with any automatic rifle or machine gun.

Watch him sprint off, then tag him with a sniper rifle.

Chase, leap, and tackle him to the ground.

To avoid Crispin's Fixer allies, consult the general escape tactics. Once the Fixer's allies give up the chase, the objective updates.

Whether you've chased Crispin in a vehicle or on foot, you need to hack his phone to obtain the data. This gives you the coordinates of an especially seedy underground club, as well as a passcode: "the Poppy special." The location of the club appears once you neutralize all Crispin's backup.

11.3 THE POPPY SPECIAL

Location / The Loop // Club Infinite 92

- Go to the private lounge, Infinite 92
- Follow the host
- Leave Infinite 92

Driving Investigation

Investigation

Difficulty:

Head south, to a particularly ominous alley, and park up at the waypoint. Then head down the stairs and enter the club. After your frisking, the club host believes you are Crispin, and you're told to follow him.

Head into this den of iniquity, passing and hacking the phones of a variety of undesirable patrons and their blank-staring escorts. Your host pulls back a screen, and you enter a private chamber and an audience with Poppy.

You finish your dalliance with the girl, who figures out you aren't Crispin. But you have what you need. After exiting the booth, head back to the entrance, gather your weapons, and return to the alley. Choose a particularly fine vehicle to speed away in, and the mission concludes.

MISSION REWARDS

Gained XP +1,000

New vehicle available: Luciano

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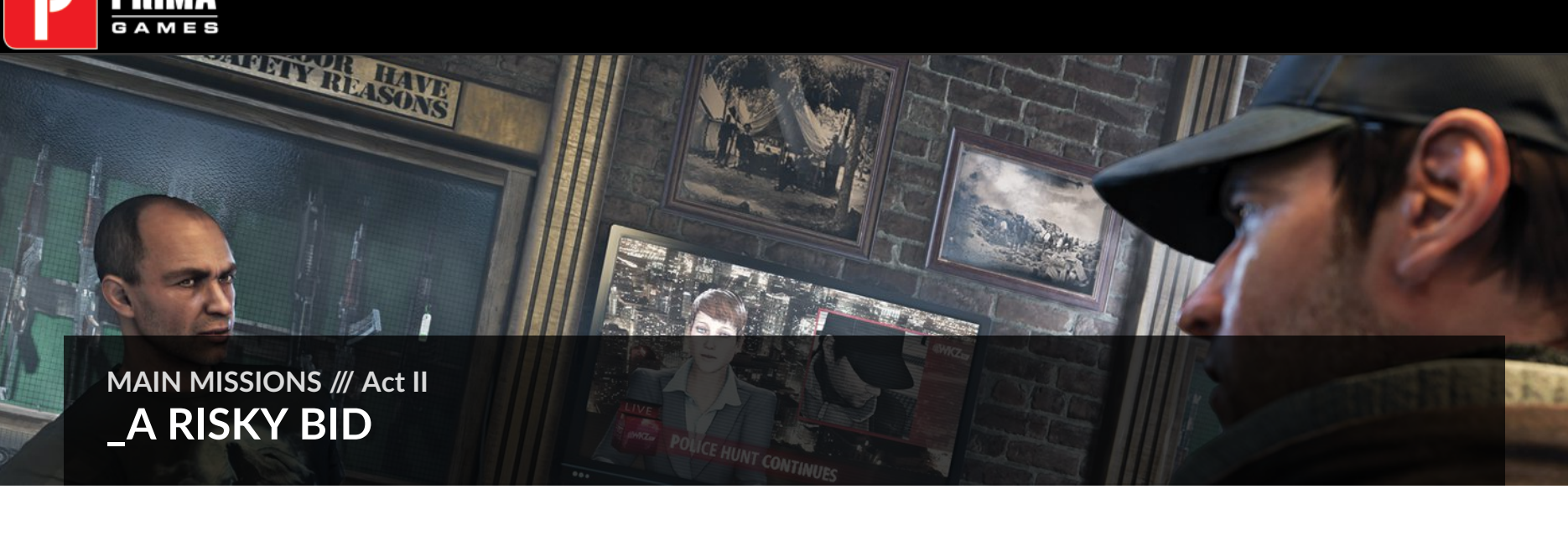

MAIN MISSIONS /// Act II

_A RISKY BID

MINOR SPOILER

OBJECTIVES

- Follow the guide
- Enter the human auction
- Follow the guide
- Locate Iraq
- Scan Iraq's ID
- Escape Unseen
- Retrieve your weapons
- Escape the area
- Escape the area (continued)

Location / Brandon Docks // Skipsun Boat Storage (Auction Warehouse First Floor)

LOCATION / BRANDON DOCKS // SKIPSUN BOAT STORAGE (AUCTION WAREHOUSE BASEMENT)

LOCATION / BRANDON DOCKS // SKIPSUN BOAT STORAGE (AUCTION WAREHOUSE FIRST FLOOR)

LOCATION / BRANDON DOCKS // SKIPSUN BOAT STORAGE (DOCK WAREHOUSE A)

LOCATION / BRANDON DOCKS // SKIPSUN BOAT STORAGE (DOCK WAREHOUSE B)

12.1 SURVEYING THE MERCHANDISE

Location / Brandon Docks // Skipsun Boat Storage

- Follow the guide
- Enter the human auction
- Follow the guide
- Locate Iraq
- Scan Iraq's ID

Infiltration

Data Hack

Difficulty:

With Crispin's identity, now is the time to locate Iraq, rendezvous with Poppy, and see what sort of seedy operations are going on in the Chicago underworld. Journey to the northeastern corner of the docks, open the gate, and exit your vehicle. It appears some shady cops are mixed up in all of this, and there's an expensive and antique-looking luxury vehicle parked by the boat storage steps. Maybe that belongs to Lucky Quinn?

Still professing to be Crispin, you surrender your weapons to the security guard, who gestures for you to follow a guide. Slowly tail this suited type, listening (and possibly ignoring) the rules as you go. Optionally profile and hack anyone you pass for additional information (system keys, texts, and profiles of those mixed up in this vice). Enter the area, and check the laptop in the adjacent editing room for an Audio Log.

A router in the ceiling can be optionally hacked; the Hotspot is extremely simple and allows you to watch the aftermath of "merchandise testing" in an adjacent, locked chamber. Continue to follow the guide: It isn't until you enter the crowded warehouse you become aware of just how sleazy this operation is.

While the despicable buyers continue to ogle at their "wares," your chaperone leads you to the bottom of some metal steps. Head up to find Iraq; follow the gantry up to the bridge above the selling grounds. Hack whoever you wish, up to the point where you start to cross the bridge. You can also tag the guards monitoring the auction; there are six of them (Gunmen x5, Veteran x1), though violence against any of them fails this mission.

Iraq and Lucky Quinn step out of the office on the bridge's far side. After they talk about the state of play, you lock eyeballs with Iraq for a moment. Take this opportunity to scan the dog tags Iraq is wearing. Iraq leaves, and you speak with Quinn about what life has taught him, least of all not to trust someone who doesn't look anything like Mister Crispin. Uh-oh!

Fortunately, the delicate nature of where your ruse failed allows you to live—for the moment. Poppy is brought out, and after you scramble her tracking device, she shoves you in the direction of the warehouse foreman's office. It's time to flee this area, without attracting any more attention than you already have.

12.2 I CAN SHOW YOU A WAY OUT

Location / Brandon Docks // Skipsun Boat Storage

- Escape unseen
- Retrieve your weapons

Infiltration

Escape

Melee Force Likely

Difficulty:

Overview

Completion Point: Warehouse exit, through the drywall room.

Dangers: Six of Quinn's guards (Gunmen x6), armed with pistols, shotguns, and automatic rifles.

Tip

You're now attempting to leave the large warehouse area without attracting attention. There's one main route, as the way back isn't feasible. Steal a gun from a foe you've knocked out, but don't fire it until you complete the next objective or your mission fails. Use only stealth, cunning, and melee takedowns. Remember you have no weapons of your own, aside from the melee baton.

Aggressive // Stealth: Creeping Underground

Difficulty:

As the trafficking auction continues, creep into the foreman's office with your smartphone Profiling so you can mark and (optionally) take down the guard in this room. Use your melee strike only, or ignore him. Either way, check the area for crafting items, then head down the stairs, pausing at a collection of barrels to secure another Audio Log. Move around and drop down to the basement pipework, directly under the stairs.

Tip

If guards are alerted during your creeping, simply continue to slowly move, as they usually ignore you after a second. If they don't, drop into the basement hole a little more quickly than you would normally.

There are two foes in this basement area (both Gunmen) and more you can mark, walking the floor above you. Ignore them (especially as you have no ranged weapon), and concentrate on the two foes on your level. You have a few ways to maneuver around here:

It's easiest to creep around the right corner hugging the large cube-shaped brick wall and then tackle the foe with his gun drawn.

You can wind between the brick and concrete walls; head around the pipework to the next waypoint. If you time the creeping correctly, you can do this without attracting any attention.

Or, you can stay behind the first cube-shaped wall, tackle both foes as they wander your way, and then explore this basement; there's usually a crafting item at the far end of the pipe-filled corridor, on the pill boxes.

No matter the plan, head to the waypoint and climb the ladder.

At the top of the ladder, you find yourself behind a mesh fence on your left, which separates you from the main warehouse auction area. Ignore the two guards on your minimap behind you; they are on the other side of the fence. Instead, creep forward (south), ignoring or throttling the guard at the gap in the box stacks. Wait for him to move into this side area so your beating doesn't attract attention.

Creep to the end of the side stacking area, to a boat, some crates, and the area behind the auction screen. Wait for another foe to move around so you can creep up and knock him out from behind, or hack the forklift to attract his attention (or maneuver around him without being seen). Only wait around if you want to tackle another guard close to the box stacks who has discovered his throttled colleague. Better yet, head up the steps in the half-finished area of drywall. Stop at the gate and retrieve all of your weapons. Select a projectile (ideally an IED or grenade), choose a favorite weapon, and continue to inspect the locked gate.

Use the camera through the gate to locate the unlock switch. Then wander into the construction room, where a guard ambushes you, sending you both tumbling down to the warehouse exterior below!

Note

There's no way to avoid being tackled by this guard. Fortunately, he doesn't survive the fall to the concrete below.

12.3 THE WAY OUT—PART 1

Location / Brandon Docks // Skipsun Boat Storage

- Escape the area

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Opposite end of this warehouse structure.

Dangers (First Wave): Four Viceroys (Veteran x4) armed with shotguns and automatic rifles.

Dangers (Second Wave): 12 Viceroys (Veteran x10, Elite x2) armed with shotguns and automatic rifles. Usually attacking four at a time, in three groups.

Dangers (Third Wave): One Viceroy (Enforcer x1) armed with an automatic rifle (a U-100).

Tip

Watch out! The remaining battles keep getting tougher! Save your projectiles for the second warehouse combat if you can, and keep an eye out for ammunition and crafting items.

You stagger to your feet after the fall and scoot behind cover as fire rains down from above. At this point it's good to make a sizable impression and explode the junction box behind the mesh wall, removing the two threats on either side of it. Or, you can elect to remain in cover until the enemy alert level is removed, which is possible, thus giving you the ability to sneak more easily (though this isn't helpful in the long run).

The mesh gate into the next warehouse is locked. Use your phone to spot the line of data, and follow it back to the unlocking switch. There's grenades and an MP5 to gather when you get there. Prep your projectile if necessary and bring down the two foes standing atop the gantry above the mesh gate: Use gunfire or hack the junction box by the left foe. Then prepare for a protracted firefight, where patience and sharpshooting always wins over reckless charging and massacre attempts. You now encounter the second wave of foes.

Insertion Points

You have few choices in your route; you need to head through the well-defended warehouse area. This will be tricky. But remember the two possible routes you can use to maneuver through:

Ground Floor

Accessibility Level:

Work under the gantry, turn right, and face the long warehouse floor with over a dozen enemies to worry about. The only advantage you have are the copious hiding spots. Just make sure none of them are near any explosive gas canisters. There's a portable cabin behind you, which you can hole up at, but otherwise, this is a warehouse filled with cover opportunities. Just watch out for gunfire from the gantries above you.

Upper Gantry

Accessibility Level:

When looking down the long warehouse, note the steps on either side, which lead up to a gantry with two bridges crossing the warehouse and additional steps at the far end (on either side) that allow you access to the waypoint. Come up here when you want to drop grenades or fire down on foes, but watch for the lack of cover, especially as the enemy can fire up through the gantry. Use the gantry for a quick escape or for varying your route. Mostly, though, you'll be aiming at foes on this walkway.

Progression Plans

The Viceroys are aware of your presence, and now that you're out of the auction area, both you and your enemies can be a lot more violent toward each other. You need to escape through this open warehouse, which has an upper gantry and a ground area stacked with crates.

General Preplanning

Pitiful Firepower: You have your regular collection of weaponry, and hopefully you brought multiple weapons with full ammunition clips. You will be dealing with more enemies than you have before: Keep your explosives for tackling Enforcers in the forthcoming warehouses.

Using Technology: You may be outmanned and outgunned, but you have the advantage of technology, and this warehouse is full of traps and cameras to kill and mark your foes with. Use these!

Violence Solves Everything: Although stealth tactics are presented below, getting out of here without firing a shot is next to impossible. So focus on honing your Viceroy-popping talents, especially because you receive experience for it.

Aggressive // Stealth: From a Creep to a Dash

Difficulty:

You may be contemplating a stealthy way to maneuver through this warehouse: It's possible but very difficult. Although you can wait out the enemy, trying to head across the warehouse floor with foes looking at your location and shooting you from above isn't the best way to get out of here alive. Perhaps the only real chance you have is to sprint toward the right set of metal stairs and race to the warehouse's opposite end and the waypoint; there's still a sizable contingent of foes to deal with, and the Enforcer waiting to lay waste to you is almost impossible to avoid.

However, if you haven't detonated the junction box above the gate, and the enemy isn't alerted to your presence, you can try to use the same route to creep across. Utilize the forklift and a phone at the bottom of the far-right stairs to attract the enemy. Then pass by or throttle them. Expect this to degenerate into violence; it's very tricky to move through here without being spotted.

Aggressive // Smart: Technology to Remotely Crash

Difficulty:

Even before you head through the gate you just unlocked, you can explode the junction box, causing havoc for the two foes above you. After that, use the cameras dotted around the warehouse to fully explore the area, and tag the incoming enemies. Make sure you're in good cover (e.g., prior to entering the gate or behind the cabin), and then attempt one or more of the following:

Check on the cameras throughout the battle, going back to them to mark foes coming in from the opposite end and watching them step near areas you can detonate. A ctOS scan is also advisable here, but only if you have enough for the next warehouse battle.

There are junction boxes and transformer vaults on the walls and floors. You can use them to your advantage, but it may be better to simply rely on your weaponry than wait for a foe to step into place.

The forklift is less about attracting foes and more about dropping cover in the middle of the warehouse.

Be sure you fire on the gas canisters and the propane tank for impressive explosions that hopefully remove more than one foe at a time.

There are regulators on steam pipes to burst, too, but these are usually at the warehouse's far end, and combat takes place toward your initial location.

Aggressive // Violence: Gunfire to Rake and Slash

Difficulty:

You'll usually resort to tackling foes with firepower. You should also have grenades and a preferred weapon from any foes you've melee-struck. Try any of the following plans:

Wait out the foes at the warehouse's end, using the crates of boxes as cover. As foes descend the stairs and run in from the opposite end, shoot them, finding a good line of sight. Staying near the cabin or using it as cover allows the enemy to come to you, and you don't risk being surrounded.

You can also attack from the gantry above, using the metal plated railings as cover. The height advantage means you can more easily remove foes from cover and shoot those on the same gantry area as you. But watch for foes attacking up through the gantry or surrounding you. Keep moving.

Remember to increase your weaponry by picking up dropped weapons. When you run out of other armaments, use AK-47 takedowns.

Troublesome foes behind cover can easily be executed if you run in and grab them while wielding a weapon. This is often an easier option than staying in cover and engaging in a lengthy gun battle. Just watch your health.

You may wish to lob in grenades, but there's a second warehouse full of foes to maneuver through, and keeping them for later might be more helpful. If you don't, flush out two or more foes behind cover with a single throw.

When you approach the waypoint at the warehouse's end (it's advisable to do this with no other enemies on your minimap), dash behind cover or raise a protector, as an Enforcer arrives to try finishing you off with an insanely-rapid-fire U100 machine gun. Your best plan here is to explode the propane tank near his entry point, hack a junction box or transformer vault, or fire on a gas can or other explosive. Retreat back, heading up the gantry if necessary to coax this beast into your trap. Or drop him with detonated projectiles (IEDs or grenades). Then stop, go back, and fill up with ammunition before running up the ramp and tumbling down to the pallets for cover as you begin an assault on a second warehouse zone.

12.4 THE WAY OUT (CONTINUED)

Location / Brandon Docks // Skipsun Boat Storage

- Escape the area (continued)

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Opposite end of this warehouse structure.

Dangers (Fourth Wave): Eleven Viceroys (Veteran x4, Elite x2, Enforcer x2, Marksmen x3) in yard and garage. Three Shot-Callers. Armed with shotguns and automatic rifles.

Reinforcements: Usually two Viceroys (Veteran x2 or Elite x2) appearing from side walls. A maximum of two sets of reinforcements is typically called.

Dangers (Fifth Wave): Four Viceroys (Veteran x1, Elite x1, Enforcer x1, Marksman x1), behind rear of warehouse. No Shot-Callers. Armed with shotguns and automatic rifles.

Insertion Points

You're in an unloading and storage area with a sizable force of foes to contend with. Unlike the previous altercation, there are numerous methods to access the warehouse, and this is where you need to reach. Knowing the many entrances into the warehouse and what to expect when you're inside is also crucial:

Storage Forecourt: Left Metal Building and Stairs

Accessibility Level:

You're exposed as you run across here unless you use the middle storage shelves for cover. Also be prepared for two snipers near the top of the metal stairs or inside the warehouse window. If you can sneak or rush this area, you can easily insert yourself into the warehouse via the door atop the stairs, or you can sprint across and hack the garage door.

Storage Forecourt: Central Storage Area

Accessibility Level:

Expect foes on this structure and milling around it. If you decide to maneuver through these scaffold storage areas, expect more combat in this high-traffic area, though there's a few spots of cover too. You have a straight shot to the garage door; it's worth opening it ahead of time or moving the forklift to allow multiple ways of accessing the warehouse and dropping the crane container—ideally on an Enforcer. At the very least, it will afford you some extra cover.

Storage Forecourt: Right Metal Building Interior

Accessibility Level:

You can access this from the open area to the right of the central storage area, or hop onto a scissor lift and ascend to this walkway, small pallet collection, and steps back down to the ground floor. Foes congregate here, and some can be hard to remove due to their excellent cover. Expect a sniper on the right metal walkway into the warehouse. However, if you're quick, you can vault from the lift, fight your way through the upper floor, and cross the walkway into the warehouse.

Warehouse Entrance: Door Atop Metal Stairs

Accessibility Level:

This door atop the left metal stairs leads to the warehouse's left balcony. Enter here or climb up through the window above the junction box (once you smash the glass). You can access the balcony all the way around, drop to the top of containers, move to the crane lift, or head down the steps.

Warehouse Entrance: Ground Garage Door

Accessibility Level:

Expect additional foes at this point, including a third sniper on the far balcony and a second Enforcer, which is perhaps the least safe route into the warehouse. You can scatter, behind pallets or up the left metal stairs when you enter. Otherwise, you're running the gauntlet to the protectors at the garage door on the opposite side—your final objective waypoint.

Warehouse Entrance: Forklift to Open Window

Accessibility Level:

Lower the forklift in the main storage forecourt. Quickly scramble up to the open window and vault into the warehouse. The route is narrow, you're susceptible to enemy attacks (especially from the sniper), and you need to watch foes coming in from the walkway to your right, but this offers good access to the balcony and to the crane lift.

Warehouse Entrance: Right Metal Building Walkway

Accessibility Level:

Assuming you're maneuvering through the right metal building, continue along this walkway and enter the warehouse just to the right of the open window above the forklift truck. The route is narrow and enclosed, and foes in the warehouse are difficult to remove, but you have the same access to the crane lift and balcony once you're through.

Warehouse Interior to Exit

Accessibility Level:

Study the many helpful facets of this warehouse, particularly the crane lift, which moves you across the warehouse and shields you from enemy fire while you drop projectiles. Otherwise, the top balconies are a good place to fire down or lob grenades, and the metal stairs to the ground are one way of accessing either floor. Remember there are protectors near the garage door exit to spring up and hide behind, too.

Progression Plans

Your continuing escape plan faces some minor setbacks due to the increased enemy presence and wider expanse of area you can be caught in. Use the following plans to gain the upper hand:

Passive // Flee: Shrugging off the Pain

Difficulty:

It isn't a particularly safe or clever move, but if you plan on fleeing without engaging in combat, or if you need to lob a grenade to distract your foes before taking off for an escape sprint, you might as well open the garage door first, rush toward that area (or take the steps to the left or the right metal building stairs), run under the crane lift, and open the other garage door to make a break for freedom. Do this before all the enemies figure out where you are.

Aggressive // Stealth: Swinging a Baton to the Brain

Difficulty:

Relying solely on melee attacks is only recommended if you somehow managed to complete the previous warehouse run without raising the alarm. If the foes don't have you in their sights, it is possible (but highly improbable) to sneak across the scissor lift, hop over to the upper floor, and maneuver through to the walkway and into the warehouse, strangling foes on your path along the way.

Once inside the warehouse, move left, trying to thwart the snipers on the left metal stairwell leading back outside. Finish any foes on the ground and in the storage scaffold (climb up into the scaffold). As always, insanely competent timing is required, as well as fixating your gaze on the direction everyone is facing on your minimap. And be sure you've bought the skill allowing you to bash in both the Enforcers.

Aggressive // Smart: Riding on a Crane

Difficulty:

Assuming you've marked some foes using the cameras and studied the area for the best routes to take, there are other scenic advantages to use. It's also extremely helpful to perform a ctOS scan on the area to pinpoint all your foes.

There are pipes on the walls and vaults on the ground that you can explode, but it's even more difficult to line them up with patrolling guards while under duress.

Create distractions for foes to investigate, such as the forklift working, explosions in places where you aren't stationed, and then make a break for it. This obviously works much better if the enemy doesn't already know where you are!

Prep the garage door for insertion. Open it, even if you're far away, or close it to stop enemies in the warehouse from heading outside. You can fire through at reinforcements if necessary, and you don't have to use it in your escape route.

Drop the crane container on an Enforcer. Or coax one onto a vault transformer or near to junction boxes.

When you enter the warehouse, leap aboard the floating crane lift and ride it to victory! Or at least to the next objective.

The forklift is useful to lower so you can climb on it and reach the upper right warehouse window.

Remember there are protectors at the warehouse's far end, near the second garage door and waypoint. Raise them to help in the next objective.

Aggressive // Violence: Bringing Copious Amounts of Pain

Difficulty:

You usually have to resort to violence to push through the enemy line and out of the warehouse. With this in mind, and using pallets as cover while slowly advancing and dealing with the closest targets first, the following plans are also of use:

Try to remove snipers, then Shot-Callers. Expect reinforcements, as the latter plan is almost impossible (though Spec-Ops weapons help).

Hack comms and trigger grenade explosions; this is imperative to helping you execute enemies while you're running and gunning.

Vault through the gaps in the scaffold storage to a hiding foe, and execute them.

Use the pallets in the main storage forecourt as cover, then move to more sturdy cover.

Creep around pallets to foes close by and execute from melee range.

Grenades and IEDs are useful for lobbing up at walkways, stairs, or foes in the storage scaffolding. Anyone behind the windows of the warehouse or behind cover could do with a grenade to surprise them.

Stay back, bring out a grenade launcher, and take a pop at anything that moves. Gradually work your way forward as you thin out the foes.

Stay on the move and be active at all times. Force yourself to move forward rather than being paralyzed behind cover.

Move to areas where foes can't surround you, such as the walkway on the top floor of the right metal building, after accessing the scissor lift. You can more easily keep multiple foes at bay ahead of you.

Remember you have more weapon options as you gather more armaments from foes you've slain. Grab a sniper rifle early on, and use it if necessary.

Anything red or canister-shaped explodes with force; however, this warehouse has fewer opportunities to use the scenery against the enemy.

Don't waste ammunition on Enforcers. Though it's technically possible to kill them with a gun, use a dropped IED, lobbed grenade, or explosive infrastructure to drop them. Hiding and melee kills with the skill you've bought is also a great plan.

It's also wise to stay outside the warehouse until you defeat the majority of the initial waves, as there are more inside the warehouse.

Should I stay? When you open up the far garage door, prepare for the final wave of enemies, including yet another Enforcer! Use the walls, pallets outside, or protectors as cover and drop him, or drop explosives on him from the moving crane lift or interior balcony. Also try exploding vaults as the Enforcer walks over them, and don't be afraid to retreat back to the initial yard. Quickly remove the three other, lesser enemy threats (the Marksman first), choose one of the waiting vehicles, and flee to complete the mission.

Should I go? It's possible to open the far garage door and sprint to the right, around the side of the warehouse building, shrugging off enemy fire as you go. Flee toward the maze of container crates before appropriating a vehicle and fleeing or returning to run over the last of the Viceroys. Once you're out of the Viceroy's search area, the mission concludes.

MISSION REWARDS

Gained XP +1,000

INVESTIGATION: HUMAN TRAFFIC NOW AVAILABLE

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MAIN MISSIONS /// Act II

_ROLE MODEL

OBJECTIVES

- Eliminate all enemies
- Defend against reinforcements
- Reach Jackson

LOCATIONS // MAP

Location / Mad Mile // JD Trumbet's Seaside Restaurant

Eliminate all enemies

13.1 JACKS AND LOST

Location / Mad Mile // JD Trumbet's Seaside Restaurant

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

You receive a troubling call from Yolanda—Jacks has wandered off. You don't want the police involved and tell her you'll take care of it. He's holed up in a security office on the top floor of a seaside restaurant in Mad Mile. Time to go fishing. Head to the parking lot close to the restaurant to begin your search-and-destroy mission.

Overview

Completion Point: The vehicle on the warehouse's northeast interior.

Dangers: Ten Fixers (Veteran x10), carrying shotguns and assault rifles. No Shot-Callers.

Reinforcements (once initial foes are dispatched): Two vehicles (#1 and #2). If further reinforcements are called, each additional vehicle appears one at a time:

Vehicle 1: Veteran x3, Elite x1 (all Shot-Callers)

Vehicle 2: Veteran x3, Enforcer x1 (all Shot-Callers)

Vehicle 3: Veteran x3, Elite x1 (all Shot-Callers)

Vehicle 4: Veteran x3, Enforcer x1 (all Shot-Callers)

Vehicle 5: Veteran x2, Elite x1, Enforcer x1 (no Shot-Callers)

Insertion Points

This location is extremely porous; you can assault it from every side. Here are the four different angles to consider approaching from, along with a quick overview of the restaurant structure you're combing through.

Parking Lot (West)

Accessibility Level:

As long as the foe walking the balcony doesn't see you, approaching from here is an excellent plan. The stairs to the midlevel balcony are easy to reach, and you can swiftly deal with the two foes in the parking lot if you can hide behind cars. There's good lines of sight from the underpass (or atop it) if you favor long-range combat.

Freeway (West)

Accessibility Level:

You can park up here and start firing off sniper rifle rounds into the foes patrolling, but the distance away means the foes on the beach side won't be accessible, and you'll give your position away. Not tactical, but entertaining!

Grassy Area (Southeast)

Accessibility Level:

You need to make an elongated loop from the starting point to reach this open expanse of grass, which has limited hiding places until you reach the boats near the umbrella-topped seating area where three foes patrol. It's better to approach from the sides of the building or around the perimeter of the planters.

Beach (Northeast)

Accessibility Level:

You can quite easily drive onto the beach, but don't maneuver too close to the foes at the front of the restaurant. Take it slowly so the foe or two on this side doesn't realize what you're up to. There are similar metal stairs to the parking lot to access, too, and numerous planters for cover.

Giant Anchor and Main Entrance (Northwest)

Accessibility Level:

Though very accessible, the foe on the balcony above and the two standing close to each other make stealth attacks somewhat difficult unless you're using lures. But you can easily reach cover under the balcony and start your assault from this position.

Seaside Restaurant

Accessibility Level:

Ground Level: There are two sets of metal stairs on each side and a covered walkway with additional steps up to the balcony level. If you're under the balcony, foes above can't see you but you can see them if you've marked them. There are numerous planters and hiding spots, as well as transformer vaults and junction boxes.

Balcony Level: This area is tricky to defend due to the many stair access points and the two walkways (one atop the interior stairs and another at the front of the building). If you're holed up here, stay at the front first so you can remove the incoming vehicles quickly; then move to the back, letting the enemies come to you so you're less prone to flank attacks. Remember you can vault over the railings and down to the ground if you're becoming overwhelmed or need to reach incoming foes.

Upper-Level Security Office: The stairs up here are very exposed, and there's little cover. Venture up here only when the objective flags it as safe to do so; Jackson is hiding within the door to hack, in the security office.

Progression Plans

You may now try one, parts of, or any combination of the following methods to nullify the current dozen foes who are patrolling this structure and the surrounding grounds.

General Preplanning

Cameras: It's well worth using the cameras on the poles and those placed on a few of the patrolling guards to get a feel for the area. You can count the enemies and can determine where they are, which ones are stationary, and where any scenery is you can explode.

Not Here for a Chat: Your objectives explicitly state removing the Fixer enemies by force. Abandon passive techniques in favor of stealth, violence, or stealthy violence.

Firepower: This favor for Clara needs a good deal of firepower in order to succeed, and it's helpful if you bring out the big guns—a grenade launcher, grenades, IEDs, and plentiful ammo for your favored assault rifle or machine gun. Also remember to pinpoint the ammo bag on the upper balcony floor.

Reinforcements: The first nine foes are the easy part, as they aren't Shot-Callers. But if you can't nullify the vehicular enemies with swift and explosive action, prepare for an extremely drawn-out fight with over 30 enemies to defeat in waves.

Aggressive // Stealth: Using Hands and Sneaking to Reach

Difficulty:

If you wish to remove nine foes without firing a shot, it's not only possible, but also extremely entertaining. Here's the optimal route to take (though you can vary the maneuvers to your liking):

Cross the parking lot, watching for the patrolling foe on the balcony and the other in the parking lot, to the stationary foe's right. When neither are watching, remove the standing foe, then the other enemy at ground level.

Move toward the rear of the building and the seating area. There are three foes here and some explosive transformer vaults. Ignore the vaults and wait for a moving foe to come around the corner. Tackle him, the other enemy that comes to investigate, and the standing foe. Your head count now should be five.

Head around to the beach side of the building, where a single foe is on patrol. Bring him down, then use the nearby stairs to reach the balcony level. Remove the single foe from up here.

You now have only the two foes guarding the front of the building near the anchor. These reprobates are too close to each other to remove without one seeing you, but you can strike them down quickly before taking fire. Next, race to the balcony and plan the second phase of this mission.

Aggressive // Smart: Technology Breach

Difficulty:

There are several scenery elements you can interact with, though in this mission, they aren't as helpful as concentrated bursts of violence from your hands or weapons. In general, use these devices while removing the second wave of foes, after the vehicles come; you may need the explosive nature of these hacks to drop any Enforcers.

There are around six transformer vaults on the ground, which are handy for removing enemies, creating distractions, or coaxing foes nearby into your line of sight.

There are two junction boxes and regulators, fitted to the walls and handy in the same way.

There are three steam pipes—one on the road and two in the parking lot. Save those for the vehicle reinforcements.

There are also hackable grenades carried by foes, which is a better plan as it leaves the infrastructure hacks intact for later.

Aggressive // Violence: Blood on the Beach

Difficulty:

Approaching the enemy with simple violence is actually less dangerous because there are no Shot-Callers in this wave of nine foes. This means you can:

Saunter up to the front of the building, dropping the two foes and using the parked vehicles as cover. Next, remove the foe on the balcony and wait for incoming enemies to reach your line of sight.

Rush in and rake the parking lot of foes; attacking from the sides is slightly less cunning, as you don't have the greatest line of sight down the sides of the building that you do if you attack from the front or rear.

Also try sneaking or rushing up one of the balcony stairs, removing foes down on the ground (headshots and grenades are a good combination). Move to the rear of the building and use the long side balconies for great line-of-sight opportunities.

The planters are plentiful on the beach side. Move from one to the next, peeking out to fire; this is extremely safe and effective.

General running and gunning is excellent and straightforward. Simply check foes aren't above or below you when you're searching for them and you're not outflanked.

Grenades and other more esoteric devices aren't necessary and are much more handy during the next phase of the fight, so refrain from using them.

Sniping from a camping spot under or on top of the freeway or from behind the beach lifeguard hut is an entertaining method of finishing this objective; however, attacking from the beach means there's nowhere to run and hide.

Driving // Offensive: Running Over Foes with a Screech

Difficulty:

If you feel like it, try killing foes with your vehicle. It's obviously ineffective for foes on the balcony, unless you try ramming every foe with a bike, which is insane but possible. Start with the two foes at the front of the building, as they're close together. Then use the parking lot and flee the vehicle when enemies move behind planters you can't reach.

You can also try bringing a longer vehicle to use as movable cover from the beach or parking lot sides, getting out to snipe, then driving it to another vantage point.

Defend against reinforcements

13.2 VEHICULAR MANSLAUGHTER

Location / Mad Mile // JD Trumbet's Seafood Restaurant

Lethal Force Likely

Melee Force Likely

Difficulty:

Once you've defeated the ninth foe, reinforcements are called. These take the form of two vehicles, one parking in the lot and one on the road in front of the restaurant. Each has four foes inside—one of them is an Enforcer, and all of them are Shot-Callers! You must defeat all the foes. Expect up to three additional vehicles and up to two more Enforcers if you don't rid yourself of the Shot-Callers.

The subsequent vehicles park in the lot and the street in front of the restaurant. Foes quickly leave their vehicles and advance into the building, swarming on your location. This can be an extremely hard-fought battle, taking every bullet you have and hiding spot to survive. Use all the previously listed tactics, and stay at the structure's far end (usually on the balcony level so you have height to quickly spot and counteract foes) or between the openings. Move continuously—you don't want to be shot from multiple angles. However, there are much easier ways to complete this objective:

Aggressive // Violence: Leaving the Fixers Harassed

Difficulty:

Preparation is the key to success here. Consider leaving one of the previous waves of enemies alive while you prepare the building for the forthcoming fireworks and re-equip at the ammo bag. Or, lay the following traps as you infiltrate the building, killing the foes already here:

Place IEDs on parked cars near to where the enemy vehicles stop.

Place IEDs on the tarmac where the enemy vehicles stop.

Place IEDs at the bottoms or tops of stairs, and detonate as foes reach them.

Now begin combat with an added benefit, a series of defenses you can utilize throughout the combat to come. If you're on the balcony, you have a better chance of coaxing foes into these traps. Then employ any regular violent takedowns previously mentioned.

With Enforcers, the transformer vaults and junction boxes become very important; if you are low on grenades or IEDs and can't manage 20 shotgun blasts to the face with conventional weapons to bring them down, coax them near these objects and detonate. Or, if you have the skill, melee-strike each one to death.

Aggressive // Violence: Three Spectacular Blasts

Difficulty:

This tactic stops all reinforcements and makes this objective last seconds, not minutes. It requires you to have a grenade launcher (or grenades or IEDs, but it's far more difficult with them) and the ability to detonate a steam pipe. Here's the plan:

As soon as you remove the last foe from the previous wave, sprint to the balcony level at the front of the building. Spot the two black vehicles approaching.

One stops at the front of the restaurant. Explode the steam pipe as the foes emerge, killing all four without resorting to a weapon; there's an Enforcer among these foes, so this should be your primary concern.

Quickly switch directions and look out over the parking lot to your left, as the second quartet of foes emerges. Punt a grenade so it explodes the vehicle, killing all four of them. There's a steam pipe here, too, so use it if you have enough battery power.

A third vehicle screeches down the road, heading for one of the previous insertion points (the parking lot or the front of the restaurant). You can punt a grenade so it explodes, leading the enemies to emerge from a fiery wreck, after which you can tag them before they can stagger off the beach. Or simply wait for the car to stop and the foes to emerge, then massacre them all with a single grenade. Follow this plan to the letter, and no further reinforcements are called.

Tip

If you're quick enough and flatten the first two vehicles and their occupants, a third vehicle may not even arrive.

Caution

Be careful! Punting grenades before the foes emerge can mean they're still alive, and another grenade (or rapid-fire follow-ups) is required. Also, aim over the balcony, not into it, or you risk damaging yourself!

Reach Jackson

13.3 YOU'RE THE HEALER. EXCEPT THAT'S JUST A GAME

Location / Mad Mile // Seafood Restaurant

Location / Parker Square // Yolanda's House

Escape

Data Hack

Difficulty:

Now for your nephew's rescue. Sprint southwest along the balcony level, up the metal steps to the switch, and hack it. You enter the security room, where Jackson is huddled under a table, unfortunately watching your previous antics on a bank of computer monitors.

You gather him up and depart for Parker Square. An extremely worried Yolanda waits for Jackson's arrival. You explain that you need to deal with the bad guys, and Jackson understands but can't forget those images. He just wants his mom back. Yolanda threatens to call the police if you can't get everything sorted. As you pull away from Yolanda's, the mission concludes.

MISSION REWARDS

Gained XP +1,000

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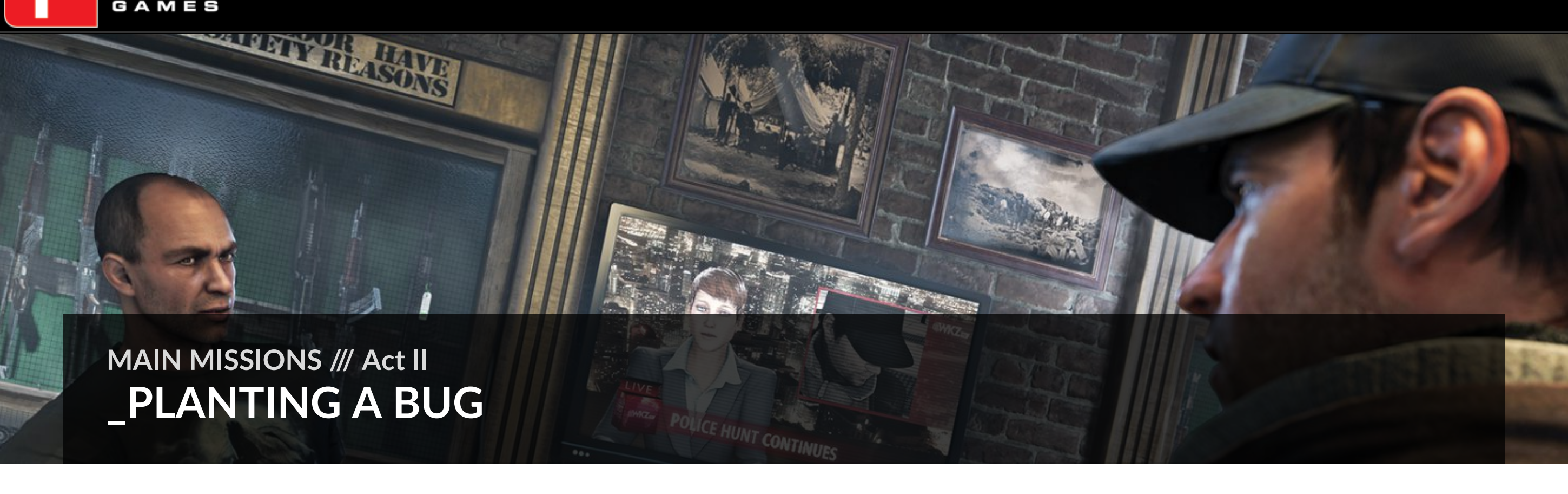

MAIN MISSIONS /// Act II

_PLANTING A BUG

OBJECTIVES

- Get into position and contact Bedbug
- Leave no witnesses alive
- Guide Bedbug to the server room
- Unlock the server room for Bedbug
- Escape the Viceroys

MINOR SPOILER

LOCATIONS // MAP

Location 01 / The Wards // Rossi-Fremont ctOS Tower

Location 02 / The Wards // Rossi-Fremont Interior

- Get into position and contact Bedbug
- (Optional) Leave no witnesses alive

14.1 HE'D SELL OUT HIS OWN MOTHER IF I ASKED

Location / The Wards // Rossi-Fremont ctOS Tower

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Once you explain to Clara that you're going to wire up Bedbug and send him into Iraq's base, head to the Unicorn and Dragon Pub in The Wards, secure another Audio Log from the bar counter, then place the bugging device for Bedbug to pick up. Once you've called your Plant, drive over to the Wards and park outside the Rossi-Fremont ctOS tower yard. Getting into position involves accessing the tower yard once again. You should already be familiar with the following insertion points.

Tip

Where you park is important, as you need to make a quick escape at the culmination of this mission. Have a vehicle (like a bike) ready to go—ideally close to the door you're about to unlock in the ctOS tower yard—for after you clear the area of enemies.

Overview

Completion Point: The hackable door at the yard's north end, at the base of the tenement block.

Dangers: Five Viceroys (Veteran x4, Elite x1), with pistols, shotguns, and machine guns.

Insertion Points

Yard to Yard (West)

Accessibility Level:

To access the gap between the southeast corner of the Rossi-Fremont yard and the tower yard, jog around to the Rossi-Fremont yard or summon the forklift to the gate's left, stand on it, and drop over the high fence. The side gap into the yard is narrow, but there are numerous cover opportunities (such as the open container) as you insert yourself and run for the north door or begin a series of guard takedowns.

Tower Yard Gate (South)

Accessibility Level:

The other method to gain entry into the tower yard is via the gate leading from the street and your starting point. There are foes guarding this gate. Profile and tag them, and study the patrol paths of all five foes before you decide on your best infiltration action. Or, with a bit of skill, you can sneak through the gate and hide along the raised concrete area to the right (east). Just watch that flammable propane tank!

Note

The door to unlock is to the north, at the base of the tenement block. This leads to a couple of stolen ATM machines and a perfect hiding spot for the majority of this mission, when you're escorting Bedbug. You can enter here with or without enemies still present, though clearing the area first is wise.

Progression Plans

You may now try one, parts of, or any combination of the following methods to insert yourself into this yard.

General Preplanning

Smart Camera Work: There are two easily accessed cameras to mark all five enemies and to get a good look at the yard you're infiltrating. That propane tank with the gas canisters nearby looks flammable....

Minimal Resistance: There are only five Viceroys and no reinforcements. While a firefight may be fierce, it won't take long.

Setting up for Getting Out: When you remove foes, be sure you've already figured out which way you'll flee—via the gate or across the Rossi-Fremont yard. Bring a vehicle and position it facing the street too.

Passive // Smart: Avoiding the Viceroy Guards

Difficulty:

If you scale the forklift and head through the gap in the side wall, you can quickly hack the door from behind the girders. If you time your movements correctly or utilize lures, you can scurry to the concrete blocks and into the door without being seen.

Aggressive // Stealth: A Gun-Free Takedown on the Cards

Difficulty:

If you want to try out your stealth baton, approach from the side entrance. Head through the gap and move clockwise around the yard, dealing with the two foes by the gate last. Study the guard's pattern and strangle only when others aren't looking. Lures are also useful here, as is the open container to hide in.

How about a Spec-Ops takedown? Try climbing on one of the two open containers along the perimeter just right of the gate. The foes don't immediately notice you, and you can tag enemies from up here with silent gunfire.

Aggressive // Violence: Embedding Foes with Exploding Shards

Difficulty:

In addition to grenades and IEDs, shotgun blasts from close range, automatic weaponry, or sniping from a distant position through the side yard or from atop the forklift, you can shoot the propane tank. This removes two patrolling foes as the canisters explode. Grenades are also a great way to cause a firestorm.

Driving // Offensive: Ramming and Sending Regards

Difficulty:

If you have a vehicle you'd like to abuse, drive it through the open gate, crushing one or more of the waiting guards; then use it as movable cover, hopping out and blasting at the enemies you can't run over.

- Guide Bedbug to Iraq's locked server room

14.2 A SCURRYING BEDBUG

Location / The Wards // Rossi-Fremont

Escort

Data Hack

Difficulty:

Progression Plans

The next part of this mission involves you remotely prompting Bedbug as he infiltrates Iraq's Rossi-Fremont compound. Use the guide map and the camera angles shown in the screenshots, and move Bedbug to where he is positioned in the screenshots.

General Preplanning

No Friends Here: The patrolling Viceroys aren't Bedbug's friends, as you'll discover if one spots him. Make sure he's out of sight.

Scouting Ahead: You should already be familiar with this place, but it's also good to leave Bedbug in a safe location and scout ahead via cameras. Mark all Viceroys in subsequent rooms and utilize any technology you can hack.

One Main Route: It's worth knowing that there's one optimal path to reach the server room, described below.

Bedbug Escort // Elevator Entrance

Bedbug steps out of the elevator, and he's not happy with this predicament. He drops to a cover position, allowing you to survey the corridor ahead, which has one patrolling Viceroy.

Bedbug Escort // Narcotics Corridor

Pan right, optionally hack the laptop, then move to the camera shown here. Wait for the Viceroy to enter the side corridor, and place Bedbug down the corridor, by the pills crate, on the side closest to this camera.

Bedbug Escort // Ruined Wall

Hack the webcam on the notebook computer, then move to the camera in the salmon-colored drug storage rooms. Place Bedbug just inside, behind the ruined wall.

Bedbug Escort // Middle Room

Move to this camera, and wait for the patrolling Viceroy to turn and head right, away from the hole in the wall. Immediately move Bedbug behind the stack of pills, on the side opposite the center table from the soldier.

Bedbug Escort // Far Room and Corridor Entrance

Move to this camera and wait for the Viceroy in the middle room to head left, toward the hole Bedbug ran through; then attract the enemy in this room so he moves to inspect the phone to the right. Quickly move Bedbug here, in the inside corner of the L shape of the middle table and drug pallets.

Bedbug Escort // Corridor to Shutter Room

When the previous enemy moves away from the phone, move to this camera and position Bedbug to the left of this crate stack.

Bedbug Escort // Shutter Room

Move to this camera and watch the guard moving left to right; position Bedbug in this dark corner by the broken wall when the soldier heads right.

Bedbug Escort // Shutter Room Shutdown

Although you can access the camera in the shutter room and close the shutter so Bedbug can easily sneak past, it isn't necessary. However, you do need to access the laptop camera and the camera across the corridor you haven't seen yet.

Bedbug Escort // Locked Door

Move to this camera, ensure the guard in the server room isn't looking, and head to the second camera. Move Bedbug toward the soda machine and pan right, positioning him by the locked door. The tricky part of the escort is over!

- Unlock the server room for Bedbug
- Escape the Viceroys

14.3 DON'T DROP ME, CUZ! DON'T DROP ME!

Location / The Wards // Rossi-Fremont

Escort

Data Hack

Escape

Lethal Force Likely

Difficulty:

Bedbug Escort // Server Room

After unlocking the door Bedbug's standing by, access the camera on him. He walks into a room with a draped flag and heads right. Unlock the door, allowing him to move past the broken walls and into the server room.

Server Access

Move to a different camera, overlooking the server, and intrude into Iraq's server. While Bedbug protests at being left exposed, solve the two Hotspot nodes.

Solution: Hotspot 1

Solution: Hotspot 2

You're in! Well, the room anyway. Pan the camera left and hack the door switch so Bedbug can enter the server area and begin retrieving data. This upload gets to 5 percent before Iraq bursts in, berating his cousin for this betrayal. As Bedbug hangs out of a window, pleading for his life, Iraq spots a camera on him. You watch as it plummets to the sidewalk below. Was Bedbug attached to it?

You're out! The camera (and possibly Bedbug) is offline, and your cover is blown! From your position at the base of the tenement block, you have two options: fight or flee!

Overview

Completion Point: Outside the Viceroy's sphere of influence after escaping or gunning everyone down.

Dangers: Approximately four Viceroy vehicles, each with four occupants. With reinforcements.

Driving // Defensive: Don't Come a Cropper

Difficulty:

Hopefully you've located a vehicle and positioned it facing the gate, heading south (or you came here on a bike, parked nearby). This is your escape vehicle. As soon as the reinforcements are triggered, rush to the vehicle, get in it, and speed away. You can even use the vehicle parked near the gate. At this point, use the usual plans of driving to hide from foes searching for you within their search area. Simply head as far from the tenement blocks as you can, varying your route.

Tip

You can always run, on foot, back through the tenement block yard, avoiding Viceroys on your radar. Or you can take a vehicle and flee into the streets; this is also an easy escape option.

Aggressive // Violence: Big Poppa

Difficulty:

Packing some serious heat? Or didn't plan your escape? Then prepare for three to four vehicles filled with foes. They all pull up around or through the gate, allowing you numerous combat possibilities:

Step toward the gate and detonate a steam pipe in the road to remove at least one vehicle.

Close the gate so the foes can't access the tower yard, then shoot them through the gaps in the gate.

As the vehicles pull up, lob a grenade or IED into this packed area and hope for multiple casualties.

Pull out a sniper rifle or automatic weapon and retreat to the opposite (north) wall behind the parked truck and stacked wood or pipes. Then start blasting.

Vary your location from the rear of the yard to the threshold of the two yards, retreating back if you're being swarmed.

As soon as you slay all the Viceroys in the immediate vicinity, or you flee from them and lose them in a driving chase, the mission concludes. Be advised to tone down the aggressive driving at this point, or you may need to evade the police too.

MISSION REWARDS

Gained XP +1,000

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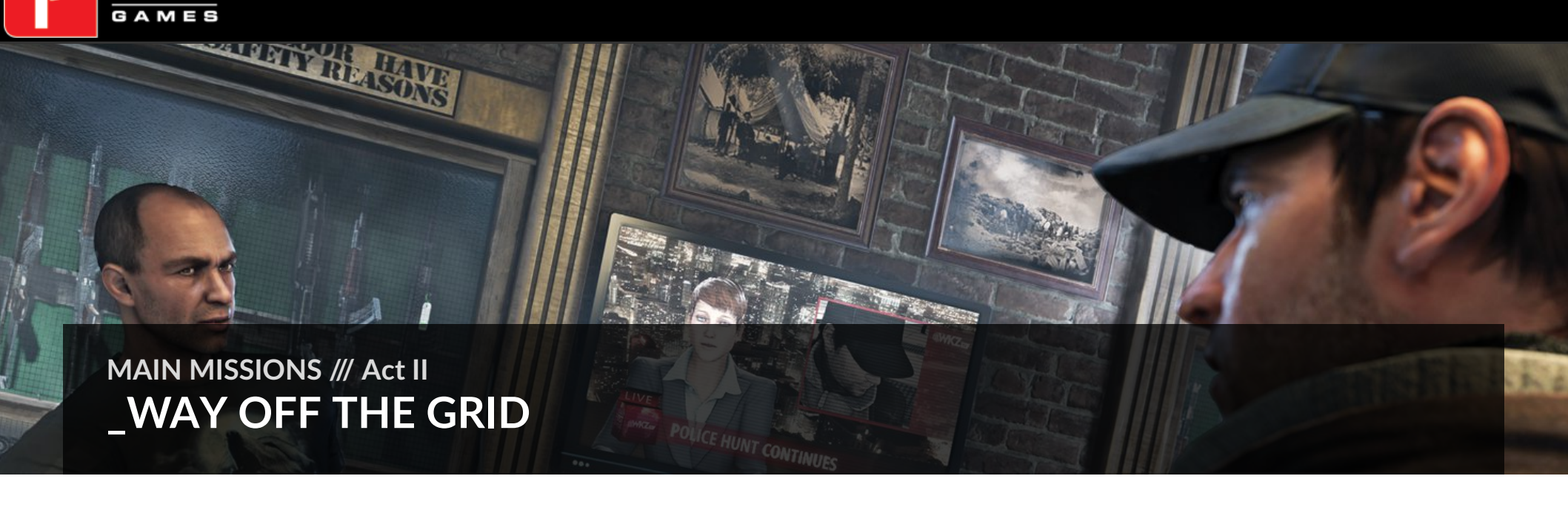

MAIN MISSIONS /// Act II

_WAY OFF THE GRID

OBJECTIVES

- Enter the Bunker
- Reach the listening post
- Eliminate all the Fixers
- Start the data upload
- Defend the area until the upload is complete
- Eliminate all Fixers
- Wipe the hard drive
- Chase and eliminate the Fixer
- Escape the police

LOCATIONS // MAP

Location / The Wards // Police Surveillance Post (Decommissioned)

- Enter the Bunker
- Reach the listening post

15.1 KENNEY THE LEGEND

Location / The Loop // The Bunker

Investigation

Driving Investigation

Difficulty:

Tip

Stop! It's wise to tool up with guns and ammo and crafted items (from pawnshops) before engaging in this mission. Get into the habit of doing this before each mission.

Return to the Bunker (ideally driving a fast vehicle) and enter the facility, where Clara is figuring out how much data was transferred before it was cut off. With what information you have, it's going to take someone more skilled than Clara to decrypt it. You mention Tobias. Clara finds another name: Raymond Kenney, who actually created the encryption you're trying to crack. As Clara stays at the Bunker to find evidence of Kenney's location, you're off to an old listening post—Kenney's last known point of contact.

Leave the Bunker and head toward The Wards. You can take the swing bridge to the north and follow your GPS route, but there's a quicker, more dangerous option: Head south down the rail tracks, past the warehouses you scaled when powering up this place. Summon a second swing bridge and accelerate hard down it, toward a mass of tangled rail cars making a ramp. Launch off this makeshift ramp, and land on the freeway. If you take a truck up here, you won't have enough speed to make it.

Now head from Parker Square into The Wards. Pull up anywhere close to the waypoint. Watch out—you're about to enter a restricted area.

- Eliminate all Fixers
- Start the data upload

15.2 OLD SCHOOL UPLOAD

Location / The Wards // Police Surveillance Post (Decommissioned)

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Desktop computer inside the abandoned warehouse (listening post).

Dangers: Six Fixers (Veteran x6) with shotguns and machine guns. Two have cameras; two are Shot-Callers. Expect four or more additional reinforcements if called.

Note

This location is directly behind the City Hotspot: Big Jim Colosimo's Cafe.

Insertion Points

This listening post is an abandoned brick warehouse, now patrolled by heavily armed and armored goons. Fortunately, it has several entrances along three of its four walls you can infiltrate from:

Eastern Side and Interior Balcony

Accessibility Level:

This is accessible from the main road and is the largest expanse of yard around the structure. This area sees the least amount of action, as there are only two entrances and both of them are on the upper level, accessed by stairs and a balcony. A single foe patrols here, and the pallets, concrete barricades, refuse containers, and forklift are all great cover opportunities. You can also use the forklift to attract a foe.

There's an equally sized balcony inside the warehouse, with a couple of canisters to explode during later combat. You can drop down from any angle, but getting back up requires you to clamber from either end. If you wish to reach the computer in the quickest time, head in here from outside, drop down to the left, and scurry over to the PC, whether you're fighting or not.

Northern Side Unloading Area

Accessibility Level:

This area has the longest of the three sides and the easiest to enter and exit from, but with fewer locations to hide behind. Expect to be spotted through either of the ground-floor entrances if you're not careful. Draw enemies out to the exterior area, or you can fire into the structure from the outside and hunker down, but it's not particularly easy to defend from multiple threats. Maneuver through here to the east or west sides when infiltrating.

Either ground entrance is wide and offers a great view of almost every part of the warehouse interior; however, enemies appear from these entrances as the objectives update, and you need to weave through the copious debris to reach the computer on the area's opposite side. This is useful if you're trying to escape or training your weapon while defending from the computer desk along the far (southern) wall or climbing up to the balcony on the sides of the warehouse.

Western Side and Interior Stairs and Balcony

Accessibility Level:

There are five different entrances you can pick on this side of the structure, making this the most flexible of the insertion points. Outside, the area is quite small but features stacks of bricks, vehicles, large refuse containers to hide behind or inside, and other debris to make hiding and coaxing out the enemy Fixers a little easier. There's a large overhang near a scissor lift, too, which is a great hiding spot if you're recovering or choosing weapons at a more leisurely pace.

On the ground, you can head under or near the stairs and balcony, or take the corner entrance that places you in the alcoved area of the warehouse, just across from the computer; this is useful if you're sneaking. Up above are two windows on top of the overhang, which you can access from the scissor lift (you don't have to activate it, allowing you to move silently). Both the upper entrances lead to the stairs and balcony, offering a good view of the interior and some defensive metal fencing to hide behind.

Warehouse Interior and Computer

Accessibility Level:

It's important to fully explore the entire warehouse area, as this computer will need defending as you upload data to it. The upload area extends only to the base of the stairs and balcony, to the start of the alcove to the west, and to about two-thirds of the way north, making the defending part of your mission more problematic. However, there are a few regulators and explosive traps you can utilize; make sure you check out all possible cover opportunities before accessing the computer, after your initial Fixer takedowns. Don't forget the ammo bag and a G106 grenade launcher to grab (close to the PC).

Progression Plans

You may now try one, parts of, or any combination of the following methods to access the computer, and defend it while the upload takes place.

General Preplanning

In and Out: You're here to upload data from a PC and then leave. However, you must nullify the Fixer presence, in a particularly compact infiltration spot.

Cameras and Technology: Remember cameras (both static and on enemies) are available, as well as some explosive pipework and transformers in the walls and floors. But shooting flammable canisters make a bigger impact.

Gathering Provisions: You should be bringing a full complement of armaments with you, but there are items to gather, including ammo bags and an impressive grenade launcher, inside the warehouse. Take this in between the action.

Quick Getaway: After you remove the two waves of foes, one flees, forcing you to pursue him in a vehicle. Choose a heavy-duty rig for the job, and know where it's parked.

Eliminate, not Investigate: Remember your objective specifically calls for removing the Fixer threats. You have no passive options in this mission; melee or ranged takedowns are mandatory.

Aggressive // Stealth: Quietly Reaching the Old-School Computer

Difficulty:

Though it's more to test your skill than offer a huge strategic advantage, melee takedowns are thoroughly satisfying as you work your way to the computer (however, you can remove Shot-Callers more easily if no one knows where you are). Here are a couple of tried-and-true routes to take:

Begin in the western exterior area and move behind cover, throttling the guard here, the one in the north unloading dock (hide by the truck), and the one to the east. Then climb to the overhang, strangle the foe when he reaches the top of the stairs, and sneak into the warehouse alcove for the foe near the computer. That leaves one roaming enemy in the warehouse to melee-strike at your leisure.

Begin in the eastern exterior area, throttling the guard here before moving to the north, then the west, and up into the balcony area. Silently drop down and remove the foe with the camera. Sneak counterclockwise around the interior perimeter, climb the balcony connected to the stairs, and bring down one more foe. That leaves one enemy roaming the area near the computer to throttle at your leisure.

Tip

Remember you don't have to follow these routes exactly, and you can break off and maneuver around the perimeter outside before redoubling your stealth efforts from a more suitable angle.

Aggressive // Smart: Hacking into the ctOS Router

Difficulty:

In this battle into the warehouse and the one when you're defending the warehouse, use the technology against your foes. Cameras are reasonably helpful when pinpointing your foes, but Profiling on your smartphone is a good idea, and the ctOS scan crafting item is most helpful. Also ensure you hack into the wearable cameras some foes are wearing, so you can see their patrol patterns and study the warehouse.

Infiltration: Use the forklift, car alarm, and scissor lift to coax foes into an area where you can easily jump out and take them down.

Infiltration: Lures are useless when you're defending, but while you're infiltrating (and ideally using the stealth routes detailed previously), use these to position guards so you're behind them. You can easily remove all foes before reaching the computer without firing a shot. You can perform impressive takedowns, such as standing on the lip of the door frame by the alcove exit and dropping down onto a foe who moves into the western yard. If combat is already occurring, incapacitate the enemy by hacking their phones or grenades as you have previously.

Defending: This is the time to detonate the regulators and junction boxes on the ground and the walls. These aren't the most effective takedown methods, but they are there to confuse or drive foes out from cover.

Defending: Use proximity IEDs to prepare the entrances to this warehouse's interior, ensuring you quickly strike the next wave of foes. Use these as "alarms" so you know where enemies are coming in from, and place them close to explosive canisters.

Aggressive // Violence: Becoming an Impressively Deadly Shooter

Difficulty:

While you're infiltrating, it's a good idea to perform quick, accurate headshots before moving on, rather than starting a major firefight and blowing up much of the scenery. Explosive takedowns are much more helpful during the defending stage of this mission. Remember to gather any dropped weapons (though the shotguns aren't as helpful if you're firing at range). Use of cover is mandatory; wading in with guns blazing is unwise in the extreme. Try the following options when inserting yourself into the warehouse:

Stay in the yard and use lures to coax foes into an explosion or your firing line.

Use of Distract or Explode hacks, grenades, or IEDs is also encouraged any time you're having trouble removing a foe from cover.

Stay on the overhang, and fire through the window or down at the yard; foes can only reach you from the stairs, which you can grenade or use IEDs on—or simply defend with gunfire.

Stay on the stairs or balcony and quickly tag each enemy with a headshot as you pan around the room. The extra height means foes can't easily hide.

Move into cover in the alcove area, pop shots at foes, then retreat back into the side yard and drop foes as they head through the exits.

Grenades are an option, but you have only three foes to tackle inside the warehouse, and detonating all the canisters and other flammable objects is better left for the defending.

Driving // Offensive: Dashing Around Like a Lunatic Commuter

Difficulty:

You can also think about parking a car outside the perimeter fencing to the north or west, sitting behind it with a high-power rifle (or anything from a grenade launcher to a pistol—just something with a bit of distance to its impacts). Fire into the structure, forcing foes out to advance to you. You could also go wild crashing through the perimeter fencing to create less cover from your shots.

Riding a bike into the fray also works here, as you can drive straight through one of the openings fairly easily and reach the computer before the enemies realize what's going on. However, you still need to clear them out when you get there, as you can't hack while you're being peppered by gunfire.

With all six foes disposed of, you speak with Clara. After a thorough search of the warehouse for ammo bags, the grenade launcher, and any other items you want, head to the computer and start the data upload. This commences just in time for a number of Fixer reinforcements to arrive!

15.3 RETRIEVING DATA. DEFEATING FIXERS

- Defend the area until the upload is complete
- Eliminate all Fixers

Location / The Wards // Police Surveillance Post (Decommissioned)

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Desktop computer inside the abandoned warehouse (listening post).

Dangers During Data Retrieval: 12 well-armored Fixers (Veteran x12) with grenades, shotguns, and machine guns.

Progression Plans

You have two main tasks to complete: Wait within the computer's Wi-Fi radius so the data is retrieved, and remain here until the data is gathered, which takes around one and a half minutes. At the same time, expect Fixer attacks from all entrances. Here's how to deal with them:

Note

The range of the Wi-Fi radius was noted in the description of the warehouse, earlier in this mission.

Aggressive // Smart: Using Technology as an Explosive Offense

Difficulty:

Time for some offensive capabilities—you should have been saving for this type of ambush! Use the explosive junction boxes and pipework on the walls and floor as the foes encroach into your room. These always set off a multistage detonation with nearby canisters.

You can also manually blast at canisters; the easiest to spot is the red flammable unit ahead and slightly left of you (if you're looking north from the computer desk). This creates a chain reaction around the warehouse, which can really remove two or three threats if timed correctly.

Aggressive // Violence: Using Cover in Your Warehouse Defense

Difficulty:

Violence is the only solution here. Thankfully the 12 foes are spread out and approach from the left ground and stairs, middle unloading entrances, and right balcony areas. It is important to figure out a way to retaliate and a place to do it from:

Retaliation Plans: Try the following methods of fighting back:

Stay in cover. Peek out after lining up a headshot, and drop the foe closest to you or the one about to attack your flank.

Grab the grenade launcher and punt grenades at foes, forcing them from cover. The aim is important; you don't want to land the grenade too far or in front of the cover they're in and waste the shot.

Frag grenades are also helpful. Lob them up onto balconies where a foe usually has the upper hand; there are canisters up here that cause a daisy-chain explosion too.

IEDs are a cunning plan; place them at entrances and detonate them in high-traffic areas, or move to an area so the foe follows you, and remove him as a threat. Stick them to vehicles you've parked in here and detonate them; this can take out multiple foes if they're milling about near a main entrance when the bomb goes off.

Stay in one place and peek out to shoot, or move from cover to cover, depending on the location of the threats.

Sprint to a target behind cover and execute them from melee range with your gun.

Train your weapons on the entrances, and lay proximity IEDs beforehand.

Block entrances with vehicles, forcing foes to fewer insertion points, or where they gather, and detonate with an IED.

Location Plans: Beware of being surrounded. Stay close to perimeter walls to hinder flank attacks. Fight back from the following areas within the restricted area:

The desk: This is a reasonable place to hide, but you need to watch the sides, especially the balcony on your right. Use the nearby additional cover to run between if foes are concentrating their fire on you.

The southeast indent: The tiny southeast corner of the warehouse, with pipes on the wall, offers reasonable cover and you can hem yourself in here.

The balcony: Crouch against the wall directly below the south part of the balcony; foes above find it difficult to shoot you, and you have good vision across the warehouse to the opposite stairs.

The pillars: Less effective simply because of the lack of cover; however, you can more easily step out and fire at a foe.

Out of range: An excellent idea is to simply ignore the limitations of the upload radius within the warehouse and flee outside as soon as the data retrieval begins. Now employ any previously mentioned tactics without worrying about the upload; you have to kill the enemies anyway; that upload can wait until afterward, when it's safer to stay indoors!

- Wipe the hard drive
- Chase and eliminate the Fixer
- Escape the police

15.4 ENGINES OF DESTRUCTION

Location / The Wards // Police Surveillance Post (Decommissioned)

Data Hack

Vehicle Chase

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Wherever the Fixer's vehicle stops and you execute him.

Dangers: Fixer, in fire engine. Chicago Police Department helicopters, squad cars (Alert Level 4).

Pawnee! That's apparently where Ray is. Before you head there, you need to quickly wipe the hard drive, so don't sprint out of the warehouse just yet. Return to the computer and wait until the objective completes. Unfortunately, just as you finish, a Fixer hacks into your network and steals the data concerning Kenney. Stop him immediately!

You can see the Fixer isn't particularly sane as he's commandeered a fire engine for his escape run! Rush north, out of the warehouse entrance and past the perimeter fence, and obtain one of the parked vehicles nearby. There's a limited selection, but the truck is thoroughly recommended, as it's the toughest and you're trying to force a fire engine off the road!

When the chase begins, matters become yet more chaotic as the police identify you as a felon and begin to locate you! You have two recommended options at this time:

Ignore them: Simply ignore the police scanning your location and hope they miss you; if they don't, ignore any police on your tail as the chase continues. Focus your attention on the fleeing fire engine and escape the police later.

Jam Coms: If you have a Jam Coms handy, wait until the triangulation reaches almost 100 percent and then scramble the police's signals, leaving them unable to find you. You may need to do this a few times, but it makes the chase much easier!

Driving // Offensive: Grinding Against the Fire Truck

Difficulty:

The fire engine usually takes an identical route. Cut across the parking lot to the residential street heading east. The foe takes a left at the next cross street (traffic lights).

He then heads under the freeway bridge, makes a very sharp turn onto that freeway, and heads for Parker Square. This is the first opportunity to block the foe and slow the chase down, but this is dangerous.

He gets off near the baseball stadium, maneuvers around for a few blocks, then heads back onto the freeway, heading for Parker Square (north) again.

Don't maneuver too quickly and overshoot a turn. When you eventually reach the fire engine, exercise a little more caution when taking it down. Assuming you're in a vehicle big enough to batter the fire engine, try the following:

Push the fire engine into other freeway traffic.

Jam it up against the side or edge of the freeway until it grinds to a stop.

Ram straight into the back of the fire engine.

Attempt a PIT maneuver by striking the rear corner of the fire engine. This doesn't fishtail it, but it can move it slightly into traffic or an obstacle.

Sideswipe the vehicle so it hits an obstacle or grinds against the side of a guardrail.

Try to push the target fire engine near a narrow road or alley, where it can't drive around you.

Continue to grind against the fire engine until it starts to billow black smoke and the target exits.

If your vehicle becomes inoperable, quickly locate a new one and resume the chase.

At any point you can block the vehicle or slow it down enough for you to exit, and begin raking the vehicle with gunfire (particularly the tires and windshield).

Driving // Smart: Neutralizing with a Bit of Luck

Difficulty:

Along with all the general tactics for running down an enemy vehicle, you can halt the Fixer's fire engine by utilizing the many hackable objects around Chicago. If the situation calls for it, try the following, and avoid the ensuing accident if it occurs:

Hack traffic lights to cause congestion.

Hack blockers so they rise, stopping the vehicle.

Hack bridges so they rise, slowing your Fixer's vehicle.

Hack spikes so the Fixer's car tires blow out.

Hack steam pipes so they blow, disintegrating the vehicle.

Lob an IED onto the fire engine at an opportune moment, and detonate it.

Then ram or block the Fixer's fire engine and destroy it or get out and slay the Fixer.

Aggressive // Violence: Stopping Your Foe from Running Amok

Difficulty:

If the target doesn't die in a crash and tries to escape, there are several ways to bring about his demise:

Drive over him in your vehicle.

Shoot him in the head with your pistol.

Strafe him with any automatic rifle or machine gun.

Watch him sprint off, then tag him with a sniper rifle.

Chase, leap, and tackle him to the ground.

Punt a grenade and watch the fixer fly sky-high.

If the police are on your tail, shake them off using the tactics you used previously. After the chase concludes, so does the mission.

MISSION REWARDS

Gained XP +1,000

ctOS Center: PAWNEE MUST BE UNLOCKED

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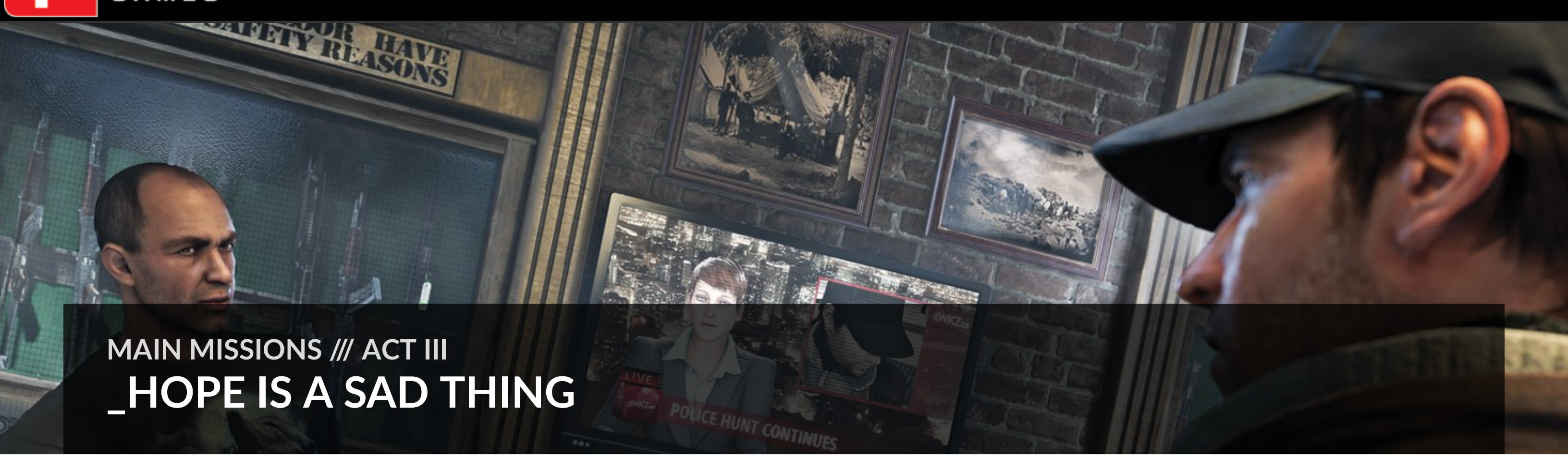

MAIN MISSIONS /// ACT III

_HOPE IS A SAD THING

OBJECTIVES **Hack the marina computer to find Kenney** **Use the Profiler to find the reset password** **Enter the new password in the marina computer** **Infiltrate the ctOS tower** **Activate the station to access data** **Reach the bar**

MINOR SPOILER

LOCATIONS // MAPS

Locations 01 / Pawnee // Harbor Office and Marina

Location 02 / Pawnee // ctOS Tower

Note

This mission becomes available once you complete ctOS Control Tower: Pawnee.

Hack the marina computer to find Kenney **Use the Profiler to find the reset password** **Enter the new password in the marina computer**

1.1 EAVESDROPPING AT THE MARINA

Location / Pawnee // Harbor Office and Marina

Investigation

Data Hack

Difficulty:

Begin your mission in the quaint country settlement of Pawnee, at the information sign. Cross the main drag, walking around the marina information building or hopping the fence, to the building's extension room, where you find an old PC tower and a system key. However, when you hack the computer, an intrusion is spotted and the password is reset.

Walk by the marina building, the wharf, and the fish-and-chip restaurant nearby. Bring out your smartphone and Profile everyone in the vicinity. You can:

Wander around on foot, peering at your phone.

Access the nearby cameras, panning from the one at Jedediah's Bar, then scooting across to the rear of the restaurant.

(Optional) Hack any regular citizen for their valuable data.

There are four marina employees with the password, and you spot them easily if you're patient. Try to find two of the following:

Beric Milan is usually found on the wharf's right side, at the base of the steps, across and down from the computer.

AJ Hansen is usually sitting on the wharf pavilion bench, on the upper covered jetty area, by the water.

Sally Frickert is standing at the end of the left jetty, near the covered sailboat.

Laura Grangeford is on the upper deck, leaning against the fish-and-chip restaurant, by the wall menu.

You obtain the password from their personal e-mails, and the objective updates. You need to find only two of these employees, as the computer can lock you out after your first employee hack, so return and find a second employee.

Head back to the marina computer and hack it again. The carrier signal is rerouted to a ctOS tower that's close by, to the northwest.

Before you leave this area, you may want to check the grassy yard behind (east of) the fish and chips restaurant; there's a small shed in one corner with crafting tools and another of Maurice's Burner Phones (with an Audio Log).

Infiltrate the ctOS tower **Activate the station to access data**

1.2 DISHING IT OUT

Location / Pawnee // Harbor Office and Marina

Location / Pawnee // ctOS Tower

Investigation

Data Hack

Difficulty:

Take a vehicle (a bike, ideally) and head up the narrow tarmac roads toward the waypoint, then move onto the dirt trail that is most suitable for your vehicle. Drive to the top of a small ridge, and you reach the ctOS tower with three satellite dishes. Park, and inspect the place as your objective updates.

Tip

Between missions, this is a great time to learn some of the off-road trails, along with the spectacular ramps and shortcuts they allow.

The front gate is locked. Look up and connect to the first satellite camera, then the second so you can peer down at the wall just behind and right of the gate, where you can hack the lock. Push the gate open—you're in!

There's some mechanical ducts under these two dishes. The keys to completing this puzzle are the conduits and cables running through here, along with the antenna that repositions both dishes' gantries in one of two different positions. Firstly, head down the concrete steps in the yard.

Turn right and peer through a locked gate at the access point. However, it's behind the gate and inaccessible at the moment. Don't leave yet; hack the camera on the wall behind the access point. Then intrude into another box of circuitry that takes you to a second, parallel underground passage. Pan the camera here to unlock a mesh gate, and head back up to the surface.

Caution

Stop! You definitely unlocked that underground gate, didn't you? Otherwise, you need to hack the camera on the other side of the door, then the door itself. But this isn't as proficient.

You have to reach that second conduit, but the task is a little laborious. Run up to the rear satellite dish (there's a mesh gate in the rock wall nearby, but it's locked). Take the steps to the base of the dish, and use the antenna for the first time. Hack it, moving all three dishes and bringing a walkway over to you. Step onto the walkway and activate the antenna again, riding over an otherwise-inaccessible gate and fence.

Run down the metal steps to yet another security gate near a small generator building. Scout the area by accessing the rear dish's camera, then the second dish. From this camera, hack the antenna so the camera rotates to the left a little and the section of walkway points at the door unlock, behind a wall box. Pan this camera left to see the unlock mechanism, and hack it. This unlocks the security gate.

Open the security gate, climb the ladder to the generator building, and move up the nearby steps to a gantry near the second satellite dish. Access any camera, point it at the antenna, and hack so the dishes rotate. The rest of the gantry connects. Step onto it, look left at the antenna, and hack it again so the gantry rotates back again with the dish.

Move to the gantry's far end, and step off onto the base of the dish. Access the antenna again, so the gantries between the first two dishes join. Cross onto the far section of gantry and access the antenna one more time. The gantry rotates around to the area above where you unlocked the first gate.

Summon the scissor lift, vault across to land on it, ride it down to the otherwise-inaccessible secondary yard. Head down a second concrete set of steps to another gate. You should have unlocked this gate much earlier. If you didn't, repeat this entire process!

Pass through the gate and head right (south), checking the very end of the conduit passage—there's a laptop to hack for Blume-related information, an Audio Log, and a crafting item. Head back to the unlocked gate, peer through the mesh fence and door, and activate the junction box. Back up a few paces to avoid being caught in the ensuing blast!

When the exploding pipes have subsided, jog forward, push through the remains of the mesh door, and access the switch console on the left wall. This enables you to exit via a rock tunnel with a system key to hack near the exit door. You can now retrace your steps to the first concrete area, where you can hack the gate to the vulnerable access point and this hub.

Tip

At this point, the District content for all of Pawnee becomes available. There are no more ctOS Towers to hack; Pawnee is now fully unlocked!

Look for Ray Kenney at Jed's bar

1.3 TAKING IT

Location / Pawnee // ctOS Tower

Location / Pawnee // Jedediah's Bar

Investigation

Melee Force Likely

Difficulty:

Now that you've revealed your quarry's position—Jedediah's Bar, back on the main road by the marina where you started—hop on a bike and head there. You can use the road, but it's more entertaining (and dangerous) to jump down from the ridge, cross the road, and enter the abandoned train tracks. Skid to the right at the long vertical rock and the red carriage, and leap from the ramp. Then follow the back gardens or roads down to the bar.

Your target is at the back of the bar, drinking. After an optional drink purchase and moose-head hack, you quiz the barkeep about Raymond Kenney and are "encouraged" to sit down for a drink. Actually, it's more of a drinking game. Wait until the buttons appear onscreen, and access them while steering the circle. There are four of these games to play until your questions begin to tire the man.

This "discussion" is taken outside, after which you and the man you now know as "T-Bone" get more closely acquainted. When you wake up, you're back at his warehouse, in the hills outside Pawnee. After another chat, it's decided that you and he might have some mutually beneficial work for each other. The mission concludes as you walk the grounds of his wrecking yard, and the next part of this mission (Let's Play Make a Deal) automatically starts.

MISSION REWARDS

District content unlocked

Gained XP: +250

New Hideout available

New Investigation Clues availablev

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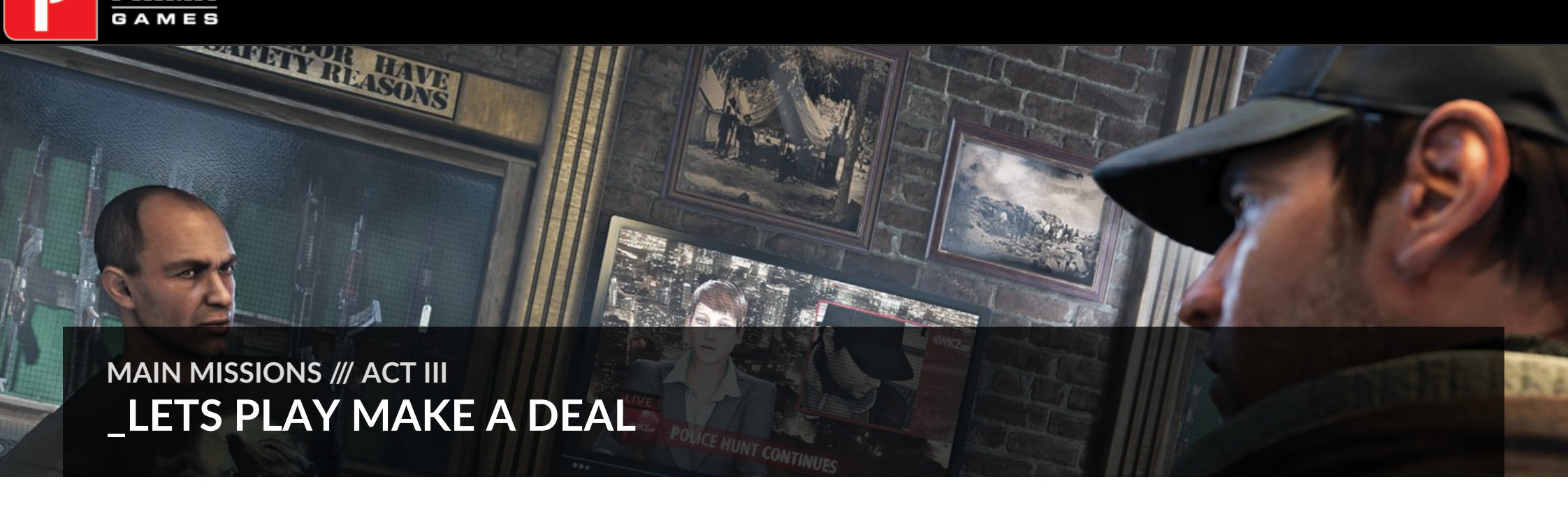

MAIN MISSIONS /// ACT III

_LETS PLAY MAKE A DEAL

OBJECTIVES Follow T-Bone Activate T-Bone's trap Follow T-Bone Steal back T-Bone's truck Drop off the truck Kill all militia members or escape

LOCATIONS // MAP

Location / Pawnee // Gas Station

Location / Pawnee // Dam (Roadside Sculpture)

Follow T-Bone Activate T-Bone's trap Follow T-Bone

1.4 YOU THINK I'M IN THIS DUST BOWL BECAUSE OF THE AMBIANCE?

Location / Pawnee // Junkyard

Investigation

Data Hack

Difficulty:

Once a discussion with T-Bone, he beckons you to follow him across his junkyard. He's quite the sculptor, fashioning giant monstrous forms from machinery and vehicle parts. He reveals that the giant collection of metal friends he's crafted do more than simply rust in the sun.

Tip

While he's talking, optionally gather or hack any crafting items in the vicinity.

He fires up "Eat Crow," and the sculpture spins around, firing a pair of Gatling guns indiscriminately. T-Bone gives you the codes, so hack the device, sending it spinning and firing in a circle. Satisfied, T-Bone walks you to the edge of his compound and asks you to swing by the gas station; the Pawnee militia is holding his old truck, and he wants it back. You grudgingly accept this task.

Note

From this point, you can hack any of T-Bone's sculptures you find, though you want to do this from a distance, unless you want to be struck by their firepower.

Tip

After wandering around the junkyard, you have the opportunity to gather the excellent AC-AR rifle (propped up near the tires during your final chat with T-Bone) and scour the yard for crafting items and projectiles. This is advisable before you go to the gas station. You might also want to craft and purchase additional items and visit Pawnee's pawnshop and pharmacy before engaging the militia for the first time.

Steal back T-Bone's truck

1.5 GIVING YOU THE RUNAROUND

Location / Pawnee // Junkyard

Location / Pawnee // Gas Station

Infiltration

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Marked van, parked in the center of the gas station yard.

Dangers: Nine militia (Marksmen x2, Veteran x5, Elite x2), armed with shotguns, automatic weapons, and sniper rifles (Shot-Caller x2).

Reinforcements: Up to four militia vehicles with two to four foes per vehicle (Veterans and Elite).

Insertion and Defensive Points

The entire gas station and the yard behind it is heavily guarded. However, it is also porous, with a shoddy perimeter fence that's half fallen in and numerous gaps to maneuver through. Detailed below are some of the most prominent ways to enter. During your assault on the gas station, you may wish to hole up in one of the following locations within the perimeter. The areas marked "defensive" offer particular benefits.

Insertion Point: North Scrub

Defensive Point: Water Tower

Defensive Point: Tree Stump Hill

Accessibility Level:

North Scrub: This is a dirt path from the entrance, with rocky outcrops, small trees, and a water tower to the northwest. Reinforcements plow down this road if called upon or once you take the truck. This is also an escape route if you want to reverse out from here. Skulk around the northeast rocks as an option if combat is getting too hot farther into the yard.

Water Tower: The enemy here spots you almost immediately if you don't take him out, which involves either climbing up the tower or delivering a headshot with a sniper rifle from across the road to the south. This is a reasonably defensible position, and sniping foes is entertaining. Grenade launching from here is also recommended. But watch your lack of escape route.

Tree Stump Hill: West of the dirt path is a shallow hill of scrub grass and a large tree stump, with light cover and fences. The slightly higher ground means you have a reasonable view of the gas station and yard and are elevated enough to fire on foes. The lack of cover is a problem, though.

Insertion Point: East Fence and Container Stacks

Defensive Point: Container Stacks

Accessibility Level:

East Fence: Don't overlook this perimeter; you can easily sneak to the opposite end of the yard without being spotted, and guards sometimes scale this wall and head along here looking for you. The fence can be jumped at any point aside from when blocked by the green Blume container, so mark your foes and creep up and down here, waiting for an ambush opportunity.

Container Stacks: More than just a collection of rusting shipping containers with a camera attached, this selection of open containers is a mini-maze. Remaining here, using the cover, dodging around to ambush foes, or climbing to the top of either container stack affords sniping opportunities aplenty. You can easily escape to the east too. A great place to prowl!

Insertion Point: South Roadside

Defensive Point: Gas Station

Accessibility Level:

South Roadside: The main road to Pawnee where the gas station is located is the other entry point for the enemy reinforcements and usually the route you use to escape. There's a problematic sniper on the garage roof and another foe who's often overlooked inside the garage. Be careful maneuvering here if the enemy hasn't seen you. Lay traps, especially for the reinforcements to come, and even snipe from the roads south of here.

Gas Station: The shop is closed up, but you can open the garage doors on each end. The fencing along the south side has a gap in each corner, and there's a ladder to the roof (which is an amazing sniping point). Remember you can climb atop the roofs of both buildings by using the scenery and vaulting. If combat outside gets too frantic, use these structures for protection and for funneling foes to.

Insertion Point: West Fence

Defensive Point: School Bus

Accessibility Level:

West Fence: Starting to the south, there's a cement truck (use as cover or to block reinforcements on either path), an inaccessible water silo, and rickety fencing that you can easily hop over. Watch for the propane tank if you're using this fence as cover to hide behind, and remember you can drive through everything except the guardrails.

School Bus: You can sneak in here and use the bus as cover or as a place to fire out from, but watch the explosive items here, which can seriously damage you if hit by enemy fire. You can pull in a vehicle to block the rear exit, hemming you in but not allowing the enemy to reach you except from the front door. Remember you can climb onto the roof of the bus, too, though there's little protection.

Defensive Point: Tool Shed

Accessibility Level:

Although exposed and completely surrounded, the tool shed can provide cover, and the shutter is helpful for blocking enemy fire (or opening to allow you to shoot foes). The explosives here are a problem if detonated, but the roof is a reasonable place to stay, as it has some good protective elements. Plus, you're right next to T-Bone's truck.

Tip

This location has numerous crafting items; grab them during the following action, as you don't have time to stop and gather afterward!

Progression Plans

You may now try one, parts of, or any combination of the following methods to reach the truck and escape with it.

Passive // Flee: Spending No Time in the Gas Station

Difficulty:

Not a huge fan of experience points? Then why not ignore the enemies completely and simply rush to the truck parked in the middle of the backyard and hightail it out of here? This is possible, but expect heavy retaliation when you're spotted. Therefore, it's better to try a modicum of stealth, heading in from the school bus, rather than just rushing past all the guards. Don't dawdle or you'll be cut to ribbons. The subsequent objective becomes a little tougher, as more foes chase you to your destination.

Aggressive // Stealth: Silent Takedowns Heighten Elation

Difficulty:

The following tactics and route allow you to remove all nine threats with no further reinforcements prior to stealing the truck and not fire a single shot. It's perhaps the optimal method of finishing this objective. Be sure you have your smartphone Profiling so you can see the outlines of all enemies, or launch a ctOS scan before beginning.

The first step is to nullify the snipers on the upper vantage points. From the north entrance, climb the water tower and quickly remove the sniper threat. Do this quickly as he spots you, then descend.

Leave the restricted area, and jog around to the gas station buildings to the south, by the main road into Pawnee. Find the ladder attached to the garage, climb up, and strangle the sniper on this rooftop. Drop down into cover as the foe between the two south buildings ascends to investigate.

If he climbs onto the roof, wait for him to arrive and throttle him. If he doesn't, drop back down to the ground and grab him between the gas station shop and garage.

Another option is to save him for last, though you risk him spotting you from his elevated position.

Clear out the remaining five guards now: Jog to the left of the shop, enter the gap in the fence in the southwest corner, drop to cover by the bus, and strangle the guard near the stack of drywall.

Creep around the left side of the pallets near the log stacks. There's a foe here. Wait for him to turn his back, and pounce!

Move quickly and silently to Tree Stump Hill. Vault over the tree, hide by the vehicle, then pounce on the guard looking north, on the main path into the back of the yard.

Now creep into the container stacks, noting the direction the foe is moving in. Use either of the two open containers to move around and behind the foe before throttling him.

Two more to go! Head toward the garage, dropping to cover between the blue refuse container and the boat. Tackle the patrolling guard here. Only the foe inside the garage is left; he's easy to strangle if you leave the doors and step through the side entrance between the garage and shop. Then saunter over to the truck you're stealing with a smile on your face.

Tip

Variations of this stealth takedown route are almost infinite. But it's never a good idea to leave the snipers alone, as the one on the water tower is especially adept at spotting you. Remember any and all of the takedowns can be further augmented by hacking the scenery to help you.

Aggressive // Smart: Making Full Use of Your Current Location

Difficulty:

As you progress through here, use the various technology you can access with other types of tactics. Cameras are helpful for scanning the area for paths and foes to mark. Forklifts and the protector near the garage are more useful for attracting enemies, as are the phones and grenades the enemies are carrying, allowing you to disrupt and melee-strike or explode a grenade and cause chaos. But if you're ready to cause more havoc, burst the transformer vaults near the north threshold and the junction boxes at the garage.

Aggressive // Violence: Turning This into a Conflagration

Difficulty:

You can use guns, but unless you're amazingly adept at targeting all the Shot-Callers, you have around double the number of enemies to face, compared to stealthily throttling foes during your gas station stroll. If you're content with these odds, try some of the following tactics:

Obviously, using the cover areas specified earlier is particularly helpful. The areas aboveground are great for dropping grenades on foes or for sniping. The container stacks are also good, as you have a reasonably complete line of sight.

In addition, combine your violence with lures and destruction of scenery.

As always, execute enemies by rushing their positions if they are dug in close by and if the action is reasonably safe.

You can also scale the water tower or the garage roof, steal the guard's sniper rifle, and then use it on the foes milling about below you. Grenade launchers are another option, as is any other preferred weapon. Drop to the metal railing protectors when you're feeling the enemies' bullets.

Though you can't get too far away, you can set up camp on the grassy treed area near a small shack to the west, the rocks on the opposite side of the main road to the south, and halfway up the rocky hill to the east. Rain death down from above using your longer-ranged weaponry.

Attempt one headshot execution and wait for foes to investigate, then continue the battle in one compact area, such as the container stack; this allows you reasonable freedom without being swarmed or surrounded.

There's much in this yard that can catch fire, either from exploding scenery or from shooting canisters. There's a large propane tank near the bus, the red tank near the wood pile, barrels and blue canisters near the garage and tool shed, and a stack of canisters in the southeast corner. Detonate them!

Grenades and IEDs are exceptional at flushing foes out, and the launcher can also stop enemy reinforcements before they depart their vehicles; it all depends how much offensive destruction you wish to wreak.

Before combat occurs, learn that reinforcements head into the gas station from the north (dirt path) and south (main road). Drive vehicles to block these enemies, and when you escape in T-Bone's truck, smash any of the fencing instead of blocking yourself in. You may also wish to prime IEDs on these vehicles for a nastier surprise.

Driving // Offensive: Vehicles in the Yard; Tricky Navigation

Difficulty:

Vehicles can be helpful, though they are usually more of a hindrance if you don't have an escape plan when attacking here. Try the following:

Park a vehicle by a perimeter fence, climb to the vehicle's roof, and snipe away.

Use a vehicle as movable cover, staying to the south of the garage and removing the perimeter fence by driving through it to open up the area for attacks.

Use a bike to drive straight to the truck and switch vehicles.

Drop off the truck Kill all militia members or escape

1.6 EATING SOME DAM CROW

Location / Pawnee // Gas Station

Location / Pawnee // Dam (Roadside Sculpture)

Escape

Driving Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Shack near the dam, by the roadside sculpture, once enemies are nullified.

Dangers: Up to four militia vehicles, each with two or more occupants (gas station).

Dangers: Up to four militia (including a Marksman) on the road to the dam.

Dangers: One militia vehicle close to the dam trail road.

The moment you enter the truck, your objective updates and T-Bone flags an area to the west where he wants you to drop off the truck. Naturally, this isn't a scenic ride, as there's a sizable militia contingent en route to stop this delivery. Drive south out of the gas station, reverse north, or weave west through the fencing (which isn't as safe).

Progression Plans: The Chase

Here are some plans for limiting the ferocity of the militia's attacks:

General Preplanning

Familiarity Breeds Competency: Before this mission starts, it's a great idea to plot a path from the gas station to the dam. The GPS shows you the main road, but there's a minor shortcut over a dirt path and hill, which can slow down your pursuers a little.

T-Bone's Truck: You're fortunate that T-Bone's truck is hard-wearing; it can still be destroyed, but it takes a while, allowing you to figure out if you want to deal with foes en route or at the dam shack instead.

Driving // Smart: Evasive Moves for the Technology Spotter

Difficulty:

Wait! It might be time to take a short jaunt into Pawnee as your pursuers reach the gas station. There's a ramp you can use if you want to make a scene, but before you drop down to the main drag, why not detonate the steam pipe in the main road and rid yourself of at least one foe?

Then go into town, locating the bollards and gradually utilizing the scenery to stop your foes in their tracks. You can remove all three vehicles chasing you if you set up traps in town for them. But don't worry too much if you can't line up the foes; head to the dam or try a more violent method of disposing them.

Tip

You don't actually have to use T-Bone's vehicle for this, either; keep it intact until you've shaken off any nearby foes.

Driving // Defensive: Measured Driving for the Course Plotter

Difficulty:

Your remaining plans are to drop off the truck and escape the militia; it doesn't matter if you lead the foes to the location you're heading to; take this head start and use it as an advantage. Head west, optionally using the shortcut over the dirt hill by the small shack and ignoring the sniper and reinforcements by the wooden bridge near the sawmill. If you stop and fight here, you may be overwhelmed.

Just after the bridge, make a swift right turn, onto the cliff-side dirt road above the water, and drive to the drop-off point. At this location, you can temporarily exit the truck and find a method of escaping these militia, if you haven't dealt with them already.

Tip

Remember, you don't need to use the GPS or a short route to reach your goal; you can drive as far as you wish away from the enemies, perhaps stopping at a location in Pawnee or even toward another district. Remove your foes with ramming or gunfire.

Aggressive // Violence: Pausing the Escape for a Slaughter

Difficulty:

If the prospect of passing the militia at the sawmill bridge and not killing all of them infuriates you, then drive over the ones near the parked vehicle, on the hill just left of the bridge entrance. Before stopping the truck or getting out (ideally behind the truck as you're being sniped), check the minimap and Profile the locations of several foes, or use a ctOS scan. Execute them quickly, before further reinforcements arrive. This is difficult and unnecessary, though.

Driving // Offensive: Shunting Foes into the Water

Difficulty:

As you weave around foes near the sawmill bridge, think about slowing down as you reach the cliff-side path to the dam shack and let an enemy vehicle approach your right side. Then shunt it off the cliff and into the water. Spectacular, satisfying, and you have fewer foes to worry about!

When you finally reach the drop-off point—a shack near Pawnee dam—there's about four foes and a vehicle blocking your path. T-Bone activates the "Eat Crow" sculpture, and the enemy car explodes! Try driving over any remaining foes and then locate the drop-off point. Now you need to escape any militia still tailing you.

Progression Plans: The Drop-off

There are two reasonable courses of action to finish this mission:

Aggressive // Smart: Mowing Down the Hicks

Difficulty:

Dive into cover close to the shack. Check to see the number of incoming foes. You are fortunate that they can only reach you from the path you took, so train your sights and try any of the following:

Use the camera or a ctOS scan to mark foes, especially any reinforcements.

Make copious use of Eat Crow; let its Gatling guns loose on the enemies.

The shack has some decent defensive positions; head around the back, onto the roof for better viewing, or the rocks close to where the bike is parked.

Then choose any of the usual combat methods to rid yourself of these lunatics. Grenades and IEDs are great to lay on the road, if you have time. Just beware of accidentally blowing up T-Bone's truck if you're too psychotic with your explosive destruction!

Driving // Defensive: A Ramped Jump for Kicks

Difficulty:

Fleeing is also an option, but not by T-Bone's truck! Instead, think of the following actions:

There should be a bike close to the shack. Find it, then make a sharp left (east) turn, accelerate hard, and launch yourself up the stone outcrop. Fly across the water, to the road on the opposite side. Then flee if you still have the militia searching for you.

A less cunning plan is to head right, back along the cliff-side path, which may lead to more militia confrontations. But the bike can easily outrun the enemy if you're skilled in moving through narrow gaps.

Or, you can dive off the small dock and swim for it! There's a shack to the left (north) with a garage and a boat inside. Steal that, and use the waterways to escape.

Once the militia are no longer a threat, T-Bone calls you and the mission concludes.

BONUS TACTIC! / Driving // Defensive: A Rapid Deployment Fix

Difficulty:

You can complete this mission with fewer than two shots being fired at you! Simply drive a bike from T-Bone's junkyard, through the north entrance of the gas station to T-Bone's truck. Enter the truck immediately and leave the gas station by the south exit. Drive straight toward the sawmill and the dirt road, drop off the truck while the roadside sculpture removes most of the militia already there, locate the nearby bike, and leap across the water to escape!

MISSION REWARDS

Gained XP +1.000

Access: T-Bone's Sculptures

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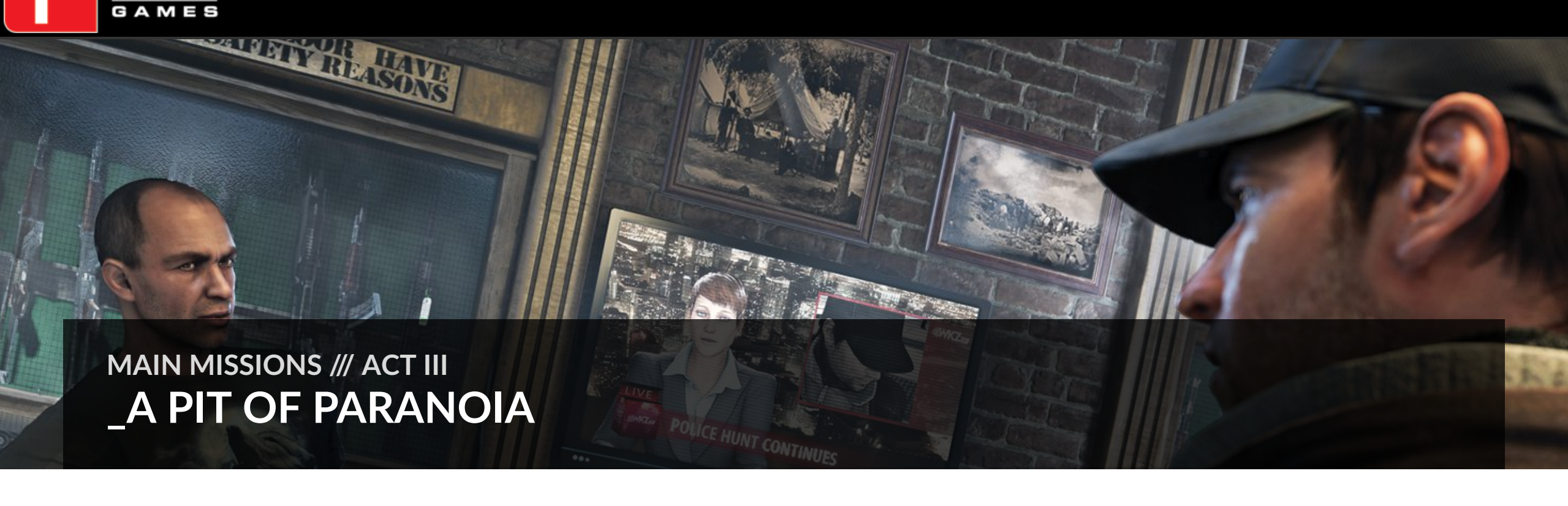

MAIN MISSIONS /// ACT III

_A PIT OF PARANOIA

OBJECTIVES **Tail the helicopter** **Hack the chopper's camera and find the 2 security chiefs** **Infiltrate the park and find the security boss** **Take down both Blume security chiefs** **Chase and eliminate the security boss** **Hack the security boss's ID** **Kill all militia members or escape**

LOCATION // MAPS

Location / Pawnee // Pawnee Trailer Park

Tail the helicopter **Hack the chopper to find 2 security chiefs. Stay undetected.**

2.1 VISITING THE GATED SUBURBS

Location / Pawnee // Trailhead Campground

Location / Pawnee // Pawnee Trailer Park

Driving Investigation

Vehicle Chase

Difficulty:

Head toward the campground at Pawnee's eastern edge. You receive a phone call; it's T-Bone, talking to you about helicopters. Is he overly paranoid? Probably, but on this occasion, he's correct: One of them appears over a wooded hill and holds the key to Blume's involvement. Time to tail it. Take the vehicle you came in or grab a nearby bike; we recommended the bike, as you can more easily navigate any off-road trails.

The chase begins. You're moving from the Trailhead Campground all the way through Pawnee (or the backwoods trails close by) to the Pawnee Trailer Park. Before you start this, it's wise to remember a few tactics:

The chopper can't be more than around 400 meters away, or you begin to lose sight of it and have 20 seconds to reacquire a visual.

The sun is likely to be in your eyes, and you're traveling at speed. This can lead to numerous accidents, so slow down a little more frequently than normal so you have enough reaction time to avoid obstacles (fences, oncoming vehicles, etc.).

Immediately utilize your world map, and mark the trailer park's location on it (even though it hasn't appeared as a waypoint yet). You're heading here, so move there while still remaining within tracking distance of the chopper.

You don't need to visually track the helicopter; just stay within range of it and concentrate on navigating the roads. The following routes are advisable once you emerge onto the first tarmac road junction:

Prowling through Pawnee

Accessibility Level:

Simply select the trailer park on your GPS and follow the route. Make sure you eventually turn left and drive down the main drag of Pawnee, then pass the gas station as you head out of town. You can simply ignore the helicopter while taking this route and reach the trailer park before the chopper gets there (but without losing it)! But don't get too far past the chopper or you may be discovered in the Trailer Park, and fail the mission.

On and Off Road

Accessibility Level:

If you feel the need to keep a constant eye on the skies, you can take the northern roads through Pawnee (heading west), before heading off road from the gas station, taking the side roads near the dam. Cross the covered bridges and the sawmill, and drive through the marsh grounds and up to the trailer park's western edge. This is the escape route for one of the security chiefs, if you're discovered during your subsequent infiltration.

Larking on the Lake

Accessibility Level:

A more leisurely chase is possible by running down to the small wooden jetty south of the campground and climbing aboard the boat. Pilot it west, through the ravine and partly constructed bridge (you can move over the booms on the water). Stay close to the northern shore and pause to let the helicopter come into maximum range. Continue heading toward the lake's south shore, running around near the Vyvyn K. Turner Bridge (hotspot) by Pawnee Beach, just northwest of the trailer park. Then finish the journey using one of the parked vehicles.

Caution

You may be tempted to try jumping the ravine over the broken railroad tracks or the partly constructed bridge, but you end up too far away from the helicopter, so these shortcuts are impossible.

Just over a covered bridge is a large rise and a side road leading to a red-roofed general store and the sprawling park, where the helicopter starts to circle.

At this point, do a ctOS scan (crafted item) of the trailer park. You instantly uncover all ten foes (which makes the infiltration to come much easier, as moving from camera to camera is more tricky). However, you don't uncover which are security chiefs (though tagging everyone makes finding them during the helicopter hack much easier too).

Find a good hiding spot (out from the restricted area), look up at the chopper, and hack it. You're attempting to pinpoint two security chiefs. These are indicated on the guide map and on the screenshots here. Be quick in your scanning, and zoom in on each chief before the chopper pilot notices your hack.

One of them is standing on the ground between two trailers, in the eastern part of the park just north of the sniper on the trailer roof. The other is behind a fence and trailer, close to two parked vehicles along the park's southern edge.

Infiltrate the park and find the security boss **Take down both Blume security chiefs**

2.2 ARMED TO THE TEETH. THEY DON'T LIKE VISITORS

Location / Pawnee // Pawnee Trailer Park

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Chiefs of security, within the trailer park (hack the phone).

Dangers: Ten militia (Veteran x6—two are the chiefs; Elite x1; Enforcer x2; Marksman x1), with pistols, rifles, and machine guns. One is a sniper. No Shot-Callers unless an escape occurs. Second Marksman in the helicopter.

Reinforcements: Two militia vehicles (Gunmen x2 in each), appearing once you defeat four or more foes and are spotted.

Insertion Points

This trailer park is surrounded by a steep hillside on the far (south) side, meaning approaching from the north is the only viable option. However, only part of the park (the upper area) is in the "restricted area," and the park is porous, with no impenetrable gates or walls. But, there are specific areas of the upper park to think about as a starting point:

Pink, Brown, and Blue (Northeast)

Accessibility Level:

Approach from the empty swimming pool just below the pink, brown, and blue trailers, and enter between any of them. This insertion point enables you to navigate with the minimum of combat (as there's only one militia member close to your location) and is the perfect route if you're playing passively and wish to easily bring down the chief standing between the two trailers in this vicinity. This also enables you to reach the upper ridge area behind the campground more easily than the other insertion points. Note the Marksman on the linked trailers just north of the first chief; he's a primary takedown target. A railing atop the trailer roof where he patrols holds one of Maurice Vega's burner phones, which you should claim now or after this mission.

'Murica Militia (North)

Accessibility Level:

The main dirt road up the middle of the trailer park has a vehicle blocking your path, two gun-toting yokels, and a "no trespassing" sign. Although you can sneak around and behind them both (using the cell phone on the nearby rock to distract), approaching from the dirt road gets you into combat quickly and ineffectively. There are better ways to utilize violence than making your presence known early.

Up from the Playground (Northwest)

Accessibility Level:

The jutting rocks between the playground and the upper trailers area is a good place to clamber up, as there are numerous hiding opportunities as you reach the road that bisects this upper park. Watch for two foes near the small caravan and camper van; worry about being spotted from all sides if you venture forward and up the middle too quickly, too soon. However, you can assault and step back into cover easily from here or even take the camper van and flee!

Trail to the Basketball Court (West)

Accessibility Level:

Although the propane tank and openness of this area may be disconcerting, the militia don't have this side of the park very well guarded. There's a single foe at the corner of the basketball court who is easily distracted or throttled. Conversely, this is a good place if you want to try driving to reach your goal, though this is dangerous due to the impressive firepower your foes are wielding; try this only when the southern chief is left. Don't try climbing the fence to reach the target on the other side; it's too tall and can leave you open to attack.

Progression Plans

You may now try one, parts of, or any combination of the following methods of ignoring or taking down the militia guarding the target you need to hack:

General Preplanning

The Order of Business: You now have the entire trailer park to infiltrate from. This means you can choose which chief to take down first and utilize stealth or violence to accomplish this. You can't hack these foes from afar.

Fleeing Foes: You can tackle enemies violently or clandestinely; if you go with the former, expect the second chief to make an escape run in a vehicle. The security ID you need is always on the second chief, no matter which order you tackle them in.

Chaos and Confusion: Your subsequent actions can make matters easy or chaotic, so think about the infiltration and watch for the helicopter above you. It can spot and alert everyone as well, which causes the enemy to actively search you and readies the remaining chief to flee.

Cover: This trailer park has more cover opportunities than most, so making use of them is advisable and is far safer than a gung ho approach.

Cameras: The relatively small area you're working within means there are plenty of cameras to use to mark the enemies you need to avoid or remove. The militia are also fond of using cameras on their persons, so hack into these moving eyes and ears when you're scouting the area, looking for a route or a takedown opportunity.

Collateral: The trailer park isn't completely filled with militia; there are more peaceful denizens here, and it's advisable to leave them alone between avoiding or tackling the enemy.

Violence: You don't need to massacre the inhabitants of this place, but if you do, prepare for a skittish target that may try escaping and enemies that turn hostile very quickly (especially if you're using stealth takedowns but leaving corpses out in the open to be seen). It's wise to do a quiet infiltration until you're discovered.

Caution

Until both chiefs are identified, the mission fails if you're detected. So clandestine plans are of paramount importance to begin with; tackle enemies in more violent ways after the chiefs are dealt with.

Passive // Smart: A Stealthy Creep Uphill

Difficulty:

This is easily accessible from the northeast insertion point (the pink, brown, and blue trailers). Watch the patrol of the Elite guard by the small white hut and the helicopter above. Approach behind the first security chief, dropping him with a melee strike. Then move toward the white hut, watching for the sniper atop the nearby trailer. It's possible to move between the trailers he's on, climbing onto a fridge and across the planks; throttle him to avoid being spotted.

Wait for one of the Enforcers to move away from the dirt slope between the rocks on your left. Then maneuver and skirt around them, away from harm. Head up the dirt slope to a narrow, flat path with fallen tree trunks, including one overlooking the second security chief. You can simply watch his patrol path, then drop down, sneak up, and strike him (or shoot him in the head). Then flee through the fence, using the chief's own parked car.

Aggressive // Stealth: No Guns for the Thrill

Difficulty:

By now, you should be reasonably skilled at tackling multiple foes one, or even two at a time, without resorting to a weapon. Skulking about this trailer park allows you to easily throttle the waiting guards (especially using lures or attract phones). However, the sniper and his two Enforcer buddies, at the entrance to the red trailer where the second chief is located, present the trickiest takedown. As long as these three are the only foes left, you can sneak up above the sniper, drop down behind the silver trailer, run and strangle him, then charge both foes and melee-strike them in the confusion (only if you have the necessary skill). You may be shot a couple of times, and the chief might flee, but it's doable!

Aggressive // Smart: Confusion to Instill

Difficulty:

Though there's a couple of large propane tanks, they are well away from the action and useful only for blowing up from the opposite side of the camp to attract the enemy, leaving a more open path to your target.

There are two soda machines near the b-ball court that are extremely useful in keeping foes busy while you sneak by or into position to tackle them.

There are also several junction boxes and regulators, located on most of the trailers; however, most aren't in locations that close to the enemy. You can raise their alert by becoming briefly visible; when they investigate, explode a junction box as they walk by. Or, you can use lures.

Aggressive // Violence: Sniping from Down the Hill

Difficulty:

The sniper rifle is an excellent way to take down foes from afar, but as you need to be within hacking range to receive the download from the chief, you still need closer weapons. In fact, the chiefs have great protection from his fence and the trailers; there are only two spots from which you can practice an extreme-distance takedown:

Rocky Hill: Move up the rocky hillside southeast of the park, until you have a clear line of sight down to the back of the trailer. You can tag both chiefs from here, watch as his brethren mill about, and use the passive route (previously) to reach the hackable phone.

Water Tower: Or, head across the road to the north, unlock the mesh door via the partly hidden box, and climb to the top balcony of the water tower. There's a slight chance you can blast the chiefs from here, but you can tag his underlings, though this is a long and protracted battle.

Aggressive // Violence: Time to Kill

Difficulty:

Combat can take a turn for the violent at any time, and there are numerous ways to remove the enemy threats. However, it's best to sneak and take down five of the ten militia to minimize reinforcements. If you want grand carnage at the trailer park, try some or all of the following:

Use cover and gunfire, slowly working your way east to west, or west to east, minimizing chances of being surrounded.

Lob grenades or IEDs at clusters of foes.

Confuse foes searching for you by hiding behind a trailer, then climb on its roof and shoot down (although you're a sitting duck if you remain up here). Some of the trailers have low fences on the rooftops that make great cover, and you're now much more difficult to shoot at.

Driving // Offensive: Militia Blood on Your Grill

Difficulty:

While you can simply steam into the trailer park in a vehicle without stopping, you're soon outgunned and brought down. So approach from the dirt road to the east, moving past the b-ball court and ramming clusters of foes—hit the sniper and two Enforcers by the southern chief's trailer first.

Better yet, you can use stealth to bring down the first chief, then execute the southern chief by driving up with the b-ball court on your left, hitting one of the guards. Park below the chief's fence, get out, climb on your vehicle's roof, hop over the fence, and kill the chief (or watch him escape and give chase). Amazingly, you can ignore most of the enemy's gunfire, as this happens so quickly!

Tip

The Militia chopper you followed doesn't reappear if you remove it. So take down the marksman as a priority, and keep your focus on the ground. The chopper doesn't reappear after you hack one of the chiefs too.

Chase and eliminate the security boss

2.3 (OPTIONAL) SEE THE SIGHTS OF GLORIOUS PAWNEE

Location / Pawnee // Pawnee Trailer Park

Vehicle Chase

Lethal Force Likely

Difficulty:

Overview

Completion Point: Chief of security's car wreckage, somewhere near Pawnee

Dangers: Chief is a Shot-Caller. At least four militia vehicles with two or three foes (Gunmen and Veterans) per vehicle.

Optimally, you should have used stealth to bring down the first security chief (either of them) and then moved to take down the second chief using stealth or violence, but without him having the time to find a vehicle and depart. Failure to achieve this plan results in the remaining chief fleeing the scene, in one of two directions:

West Security Chief: Pawnee Beach Loop

The foe hammers his vehicle down the main dirt trail out of the trailer park, skids right onto the tarmac road, heads around to the main road, and drives toward Pawnee Beach. After rejoining the main road, he usually heads down to the marshy ground close to the covered bridge and Pawnee Mill before using the rougher roads to reach the northern area above Pawnee.

South Security Chief: Dirt Road Regroup

The foe smashes through the fence near the red trailer and crashes through a perimeter fence, heading down a bumpy dirt road and into the marshy ground close to the covered bridge and Pawnee Mill before using the rougher roads to reach the northern area above Pawnee.

Driving // Offensive and Smart: Chasing the Chief

Difficulty:

You may not have the time to blast the chief's tires or windshield; you need to engage in a hot pursuit, while at the same time dodging the militia he summons along the way. First, there's a fast vehicle parked by the park entrance if you can't find your own ride. Second, reduce your speed as you tear down the winding roads after him, or you'll end up hitting an obstacle or getting stuck in the marsh. Third, this is Pawnee, not Chicago, so hackable scenery is sparse. Look for the following:

Hack traffic lights to cause congestion.

Hack blockers so they rise, stopping the vehicle.

Hack steam pipes so they blow, disintegrating the vehicle.

Ram into the vehicle as the chief takes a corner, shunting him out of control.

Use any of your favored tactics from previous missions.

Then ram or block the chief's vehicle and destroy it, or get out and slay him. After that, hack the security ID. The chase continues into a circular path around and throughout Pawnee, until one of you gives up. Make sure it's him!

Hack the security boss's ID **Kill all militia members or escape**

2.4 TIME TO RELAX

Location / Pawnee // Somewhere Near Pawnee

Data Hack

Escape

Lethal Force Likely

Difficulty:

Whether you chased the chief in his vehicle or stood over his corpse at the trailer park and escaped using his vehicle, once the hack has succeeded, you may have additional militia members to defeat or run from.

Kill them all: Look for plentiful cover, ensure you have enough ammunition, and exit your vehicle. Put shots into any approaching militia vehicles and kill the occupants as you have in the past. Check Training chapter for more information. Using cover, blasting off machine-gun fire, hacking the electronics on your foes, and lobbing grenades or IEDs are all tried-and-true plans.

Flee for all: Or, you may wish to leave the vicinity without shedding any more blood. Wind quickly through the roads, heading for the bridge construction jump over the ravine or over the railroad ramp, heading south and away from Pawnee and out of the militia's search area.

After you achieve one of these plans, your mission concludes. Kenney will call again when he's ready.

MISSION REWARDS

Gained XP: +2,000

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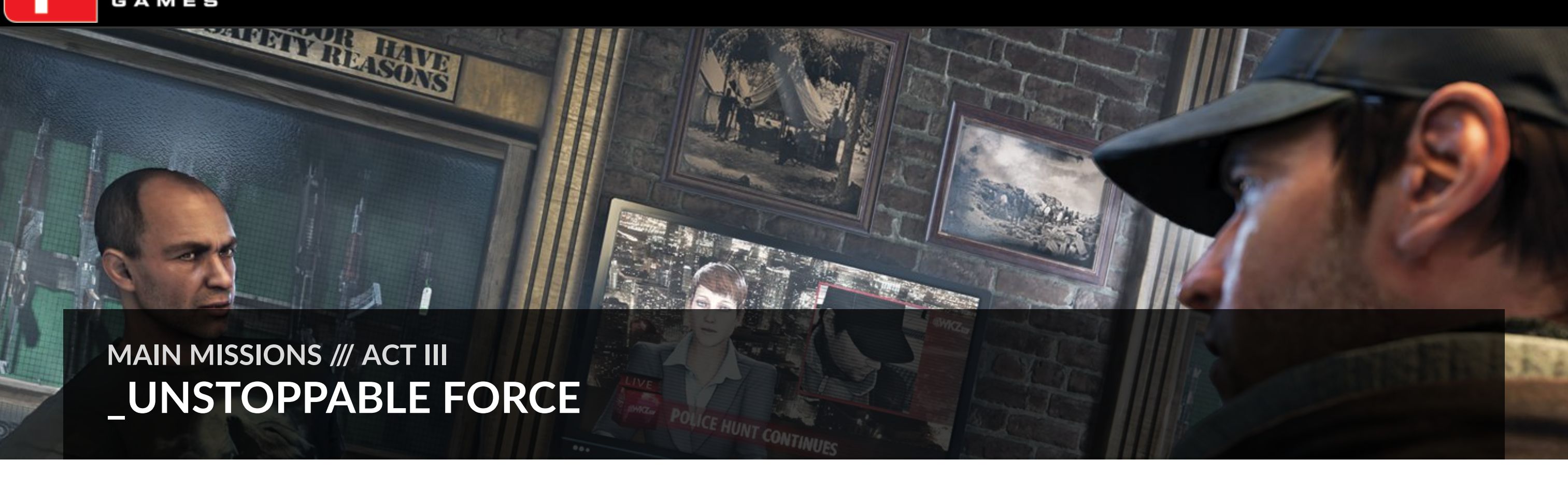

MAIN MISSIONS /// ACT III

_UNSTOPPABLE FORCE

OBJECTIVES

- Take down the convoy before it reaches Blume
- Eliminate the target
- Hack the courier for the scrambler code
- Kill all the militia members or escape

LOCATIONS // MAP

Location / Pawnee // Convoy Route Through Pawnee

3.1 WE'RE AFTER A SCRAMBLER

Location / Pawnee // GoodGoods Pawnshop

Stop! Before you begin this mission, be sure you're equipped with an arsenal of preferred weaponry. Although stopping a convoy with a pistol, a grenade, and chutzpah is possible, it isn't wise. Gather a sniper rifle or grenade launcher; an automatic rifle or machine gun; and grenades, IEDs, and other projectiles. There's a reason you begin this mission outside Pawnee's pawnshop!

After your purchases and crafting, start the mission. T-Bone is on the phone again, requesting his next plan—a scrambler to wipe the biometrics, allowing him access to Blume's servers again. For this plan to work, you need to intercept a black market convoy, hack the scrambler information from the target (a nasty Enforcer inside an armored truck), and remove or flee from any threats—militia friendly to the Blume corporation.

Caution

This bears repeating: It's extremely important to have explosives on your person at the beginning of this mission. Have at least three grenades, IEDs, and proximity IEDs so that you can actually take down the Enforcer. Though melee combat with the Enforcer is possible (but only if you have the Enforcer Combat Take Down skill), getting to close range without being killed is tricky!

- Take down the convoy before it reaches Blume
- Eliminate the target

3.2 CONVOY CARNAGE

Location / Pawnee // Convoy Interception Point

Driving Investigation

Vehicle Chase

Data Hack

Lethal Force Likely

Difficulty:

Overview

Completion Point: Target's phone (initially) inside the armored truck, anywhere en route to Blume compound.

Dangers: Approximately three vehicles, each with two or more militia (Gunmen, Veterans, or Elite). Armored truck has militia driver (Veteran) and Enforcer (target). All with pistols, rifles, and machine guns.

Reinforcements: Enemies (up to four Veterans) and vehicles (up to four cars) are likely after attack is launched.

Ambush Points

As the mission commences, bring up your map and scour the target's route for possible ambush points. You are free to stop the convoy at any point, attempting any number of plans shown below. But the following locations give a good variety of options, and all but one take place before the convoy heads up the hill into Blume.

Caution

With any plan involving carnage, watch out for collateral damage and the general public.

Blume Entrance Junction

Convoy Accessibility Level:

The last possible moment for tackling the convoy is on the winding road leading up to the facility gates. But it's better to creep back from this point, to this junction, with the two "Blume" signposts and dirt road down to the campground trailhead. Anything farther up the hill (closer to Blume) doesn't offer you as much space to hunker down in; you can place a truck to block the junction, use IEDs on the route, and sit up on the hill to the southwest. Plus, when the Enforcer departs the truck, you have numerous escape routes to take (down the dirt trail, back down to Pawnee) as you retreat and use explosives. Another bonus for this location is you have time to prep the area if you head here before blocking the road with multiple vehicles and IEDs.

Road Construction Corner

Convoy Accessibility Level:

The convoy takes a corner after passing over the wooden bridge, heading north at the bridge construction. This is a prime ambush spot, as you have enough time to plan a takedown and block the road (anywhere from the east end of the wooden bridge to the north road up the hill, after the corner). But the real help is the steam pipe. Assuming you can hack this to make it explode, sit atop the hill ridge to the east (optionally) after planting two or three IEDs close to the pipe; this will explode all three convoy vehicles. Then sit back, detonate, and use your remaining projectiles to bring down the Enforcer. Did this plan go horribly wrong? Then lure the foes onto the super-structure of the concrete bridge and any transformer vaults within the area.

Steam Pipe Harbor View

Convoy Accessibility Level:

If you're happy with a small wait, you can drive through Pawnee, following the convoy route to the road heading out of town. Stop or block the road at the steam pipe halfway up the slope before the left corner. Get out and climb the rocky outcrop overlooking the road and the harbor to rain down bullets from above. Then detonate the steam pipe, backing up the attack with more lobbed explosives. You'll get a spectacular view of the lake and the destruction of your foes! Back this up by raining explosives down from a hilltop perch near the cabins to the north. The only issue is the lack of flat ground to retreat on.

Jedediah's Corner and Main Drag

Convoy Accessibility Level:

This is the longest, flattest, straightest route along the convoy route. Though you need to be quick, you can block the junction by the rear of Jedediah's, crouch behind the low stone wall, and lob an IED onto the convoy truck before detonating and retreating. Or, you can set up a sniping position and drop as many convoy foes (except the Enforcer) as you can while they're far from you. Retreat options include the marina or back up the hill. Just watch for reinforcements appearing behind you.

The Lights at Pharmingtons

Convoy Accessibility Level:

This is the first real opportunity for a violent takedown, with your focus purely on stopping the convoy and removing them at this location. Hack with the lights if you wish, or drive down the hill and sideswipe the armored truck before fleeing, spinning around, and driving back to run over the Enforcer. From here you can utilize the many buildings as cover.

Gas Station

Convoy Accessibility Level:

One of the best plans is to simply drive a truck of your choice directly at the convoy, crashing into the armored truck at the Pharmingtons junction (see previously). However, instead of sticking around, drive up the hill away from Pawnee and (optionally) take refuge on the gas station roof, where you dealt with militia forces back in Main Mission: Let's Play Make a Deal. You have the height and scenery explosives (including a steam pipe) to really damage the incoming foes and a great view of the advancing Enforcer as he waddles up the hill, before (hopefully) succumbing to projectiles. You can even earn some extra XP by staying inside the gas station and mopping up reinforcements, using your knowledge from the previous mission to guide foes into traps.

If none of these locations is to your liking, feel free to find a different area for an ambush, with the following caveats:

The location should be where the convoy is at its most vulnerable or when the convoy is slowing down, such as at a corner or on a narrow road.

Have enough time to leave your vehicle (ideally, blocking the road) and move to higher ground to prepare for combat takedowns.

Have numerous corners to hide behind so you aren't wasted by the Enforcer's machine-gun fire. You also need enough space to arc in lobbed projectiles, so try attacking from the hill looking down.

Park a vehicle nearby in case you run out of explosives when taking down the Enforcer and need to finish the job with a vehicle. This pursuing vehicle needs to be tough enough to bash and ram the armored truck and run over the Enforcer. Twice!

If there are no explosives and no vehicles nearby, and if the Enforcer is still coming at you, retreat to an area of Pawnee with several junction boxes or regulators, such as the marina, and explode them when the Enforcer is close by. This means a dangerous game of coaxing the armored foe into this area without being cut down yourself.

Progression Plans

You may now try one, parts of, or any combination of the following methods to defeat the convoy and the Enforcer inside the armored truck.

General Preplanning

Presupposition: This mission requires minimal sneaking and maximum combat, as well as tactics you've already learned in earlier missions.

No Cameras: You have no need for cameras, but keep your smartphone out so you can hack the moment the target is dead and mark any militia while you fight. It's also a good idea to do a ctOS scan during the subsequent militia takedowns after you stop the convoy.

Come for Chaos: Depending on how well planned your ambush is, you may have an Enforcer with a rapid-fire machine gun to deal with, as well as his brethren. Explosives are critical to your success here.

Tip

If your mission degenerates into combat, you may need to pick up dropped ammo and weapons from those you've killed.

Note

The following plans mainly show the town of Pawnee as the ambush point, though these tactics work almost anywhere along the convoy route.

Driving // Offensive: Ramming Speed!

Difficulty:

Pick a vehicle with enough strength, such as a truck or even something bigger, and drive straight toward the convoy. Don't be overly quick, as the narrow and sharp-cornered roads can send you skidding. Take your time until you reach the convoy. You can smash into the lead vehicle, but it's better to collide head-on with the armored truck. With enough force, it becomes disabled. If not, ram again, give chase, or park near cover, get out, and continue the battle using guns.

When the Enforcer steps out from the vehicle, you may receive a large amount of firepower that can cut through your vehicle and kill you in seconds. Think about speeding away from the collision site, regaining your health, spinning your vehicle around (or changing it for an undamaged one), and running over the Enforcer. He doesn't go down easily; it takes two collisions to finally crush him under your wheels!

Driving // Offensive: Stopping the Stampede

Difficulty:

If you prefer a more tactical ambush, make sure you bring the right vehicle for the job: A long, heavy ride like this truck is suitable for stopping the convoy. Or, if your ambush spot is in a more populated area of East Pawnee and if you have time, you can drive and block multiple vehicles (the ideal spot is close to Jedediah's pub).

Aggressive // Violence: A Massacre Is Guaranteed

Difficulty:

Assuming you're using a heavy vehicle to block the convoy path, or even if you ignore this recommended plan and just try and leap out from the side of the road or perch on an area of high ground, you need the right weapon for the job. Remember to concentrate on the armored truck! Here are some possible takedown tactics:

Grenades: From a launcher or lobbed in conjunction with automatic rifle or machine-gun fire or an explosive IED. You can:

Destroy the lead car and the rear car, leaving the armored truck stuck between them.

Destroy the lead car and concentrate on the armored truck (it can withstand a grenade detonation).

Pump at least two grenades into the armored truck and dive out of the way if the vehicle lunges at you.

Sniper rifle: If you have a great line of sight and the armored truck won't take evasive maneuvers, aim at the truck driver and drop him with a single shot. Take down the Enforcer, break off the engagement and head to cover, and then drop foes until your sniping position is overrun. Next, either drive away or use rapid-fire weaponry. You can also try aiming at the lead vehicle's driver so the car blocks the truck instead.

Machine gun:A rapid-fire weapon is also an option. Aim at the tires and windshield, ideally with the armored truck heading toward you. Step out of the way so you aren't struck. Attacking from the side allows the truck to escape more easily. But understand that the target—the Enforcer—doesn't fall over under gunfire.

The Enforcer: The Enforcer disembarks from the vehicle and is on foot and susceptible to explosives (steam pipes, junction boxes, or thrown projectiles) or having his comms hacked. This incapacitates him for a second, allowing you to remove him using previously described means.

Note

You can climb on the armored truck, which is amusing if the only two remaining foes are the driver and target. Simply peer down and defeat them as they exit. If you're surrounded by militia, though, you're a sitting duck!

Tip

Getting close to the Enforcer is a frightening prospect, but if you're out of explosives and there's no scenery to explode, and if vehicle ramming isn't an option, you can defeat the Enforcer with melee strikes. This is only possible once you've purchased the Combat skill: Enforcer Combat Take Down. If this doesn't work, try hacking him to disrupt his comms and finally drop him.

Aggressive // Smart: Hacking to Impede

Difficulty:

As long as you and your vehicle aren't caught in the explosion, there are two opportunities to detonate a steam pipe under the armored truck, but this is usually if the truck takes off after a botched ambush attempt. Otherwise, wait the extra time it takes for the convoy to reach the steam pipe (the first one is outside Pawnee, up the windy hill road to the east), and detonate!

Otherwise, lure the enemies toward a location such as the marina, and blow up the Enforcer using junction box or regulator hacks.

One important weakness this Enforcer has, over the similar foes you've encountered before, is that once he disembarks from the armored truck, you may be able to hack his comms. This stops him for about five seconds—enough time to lob in a grenade or run him over.

- Hack the courier for the scrambler code
- Kill all the militia members or escape

Hacked Off

As soon as the armored truck is a smoking hulk, or you've raked the windshield and killed the driver, or you kill the target, the enemy with the hackable cell phone becomes available. Hack him once he's dead, which can usually be after you've:

Lobbed an IED or grenade on him and exploded it.

Triggered a piece of explosive scenery on him as he walks toward you.

Run him over twice in a vehicle.

Melee-striked him, assuming you have the Enforcer Combat Take Down skill.

Wounded him and then hacked his comms (when "Take Down" appears over his head).

Pumped at least 40 shotgun blasts into him (which is nigh on impossible with the additional foes).

As soon as you've slain all the militia in the immediate vicinity or you've fled from them and lost them in a driving chase, the mission concludes.

MISSION REWARDS

Gained XP +2,000

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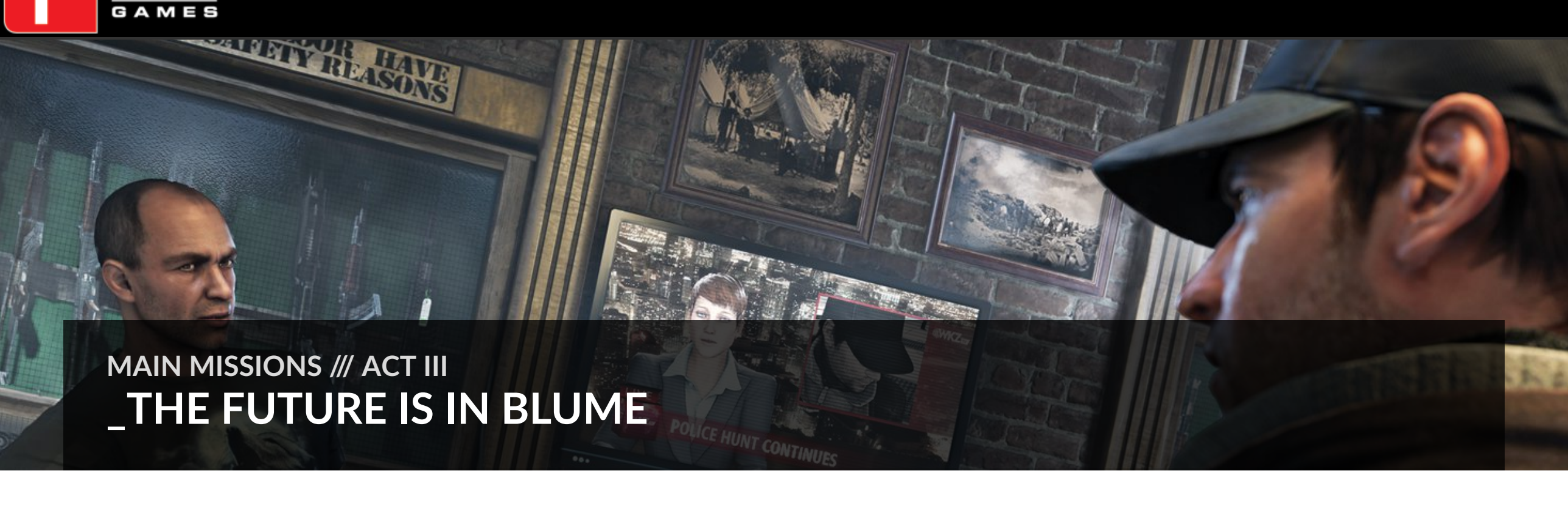

MAIN MISSIONS /// ACT III

_THE FUTURE IS IN BLUME

OBJECTIVES

- Reach Blume
- Infiltrate Blume unseen
- Profile the ctOS box
- Find and deactivate the two power nodes
- Break into Blume's network unseen
- Install T-Bone's spyware
- Locate Damien's meeting
- Exit Blume

MINOR SPOILER

LOCATION // MAP

Location / Pawnee // Blume

Reach Blume

4.1 A GIANT BLIP ON THE RADAR

Location / Pawnee // Campground Trail

Location / Pawnee // Blume

Driving Investigation

Difficulty:

Tip

Whoa! Before you head over to Blume, consider stocking up on all your finest weaponry, projectiles, and explosives from your nearest hideout. Be sure you have an impressive arsenal. It isn't necessarily needed for this mission but for the next one, "For the Portfolio."

Head back to the campground trail start, adjacent to the road sign for Blume. T-Bone will only be helpful after you've wiped his name from their records.

If you can follow a map and drive uphill, you can make it to Blume's remote headquarters, nestled in the hills to the northeast of Pawnee. T-Bone chimes in regarding the security measures in place; it's time to inspect this area and figure out the best way to infiltrate it without being spotted.

Infiltrate Blume unseen
Profile the ctOS box
Find and activate the ctOS boxes

4.2 YOU CAN'T JUST WALTZ IN ALL HOW'D YOU DO

Location / Pawnee // Blume

Infiltration

Data Hack

Melee Force Likely

Difficulty:

Overview

Completion Point: ctOS computer (reflecting pool), then ctOS switch box in the cafeteria.

Dangers: Ten Blume guards (Veteran x2, Elite x8) throughout the facility, armed with pistols. Being spotted by them fails any of the listed objectives.

Insertion Points

There are three ways into Blume, and all of them along the front perimeter. The sides and rear walls are not accessible. It's also worth learning the interior structures before infiltration.

Service Entrance (West)

Accessibility Level:

This door is locked, with a corresponding switch a few meters inside the atrium area. Simply use the camera worn by the patrolling guard to locate and access the switch. This offers better cover than the other two entrances and is the recommended route if you're wishing to remove all threats and travel in a clockwise direction.

Stand by the log facing the barred window. Hack the security guard in this area so you're using his camera. When he turns and the camera views the switch, unlock it.

Main Gates

Accessibility Level:

T-Bone isn't entirely correct in his assumption regarding you waltzing into the place; the gates can be opened from a security hut switch, after which you can maneuver into the area. However, this is extremely hazardous unless you're actively neutralizing guards as you go. From this angle, you can view the signs to the different parts of the facility and take off in either direction.

Stand to the right of the security hut, and access the camera inside. Look for the two switch boxes on either side of the metal door. One unlocks the gates, and the other unlocks the metal door.

Service Entrance (East)

Accessibility Level:

This side door is firmly shut, and the switch on the wall is viewable only from the laptop camera inside the gate hut, after you lower the forklift pallet. Choose this entrance, and you can start infiltration rather easily, moving counterclockwise. Make good use of the parked vehicles and stacked pallets for cover; the eastern perimeter has several guards to worry about.

Stand to the right of the security hut, and access the camera on the main perimeter building. Pan it to the forklift and raise the pallet. Now access the camera inside the security hut, then the one on the laptop, which offers a view of the switch box. Hack the box, unlocking this service entrance door.

Blume Facilities (Interior)

Accessibility Level:

Covered Atrium and Blume Waterfall: You rarely move near the waterfall area with the large Blume sign, but the covered atrium is the start of encroachment if you're moving north. There's a phone to attract the guard once you're through the perimeter, and you have easy access to the reflecting pool.

Reflecting Pool and Sculptural Courtyard: This is an open area, which is dangerous to stand in when the two guards and the ones at the solar array are patrolling. The hacking screen (waypoint) is here, as well as a Protector (useful for hiding behind if you're not familiar with the area) and a phone to attract the moving guard.

Solar Array and Office: One of the nodes is here, inside the office, but isn't accessible until the specific objective is available. Two guards (one with a camera) are here, and there are two large solar panels and an item in the office. Also, there are two sets of stairs to reach this area and the balcony you can leap off if no foes are nearby. Check the office for an Audio Log.

Cafeteria: The main switch to hack is just inside one of the doorways of this roughly triangular room. This is your second waypoint area. It is the hub and central part of the facility, and although guards are all around you, it is reasonably safe. Don't open the shutters unless you'd like to expose your position. Find an Audio Log inside a phone on one of the tables.

North Perimeter: One of the nodes is here, at the substation in the area's northeastern corner. Beware of two guards, each moving to the northeast corner, as roughing up one can alert the other. Use cameras more than normal here to flag where your foes are, and the attract phone near the substation to coax them away from seeing you. Note the parallel interior corridor as well; you can leap between the windows once you remove the shutters if guards are looking for you but haven't raised the alarm.

Eastern Loading Bays and Security Hut: This long stretch of exterior features a couple of lifts to attract, parked vehicles to hide behind, a forklift to attract foes near, and numerous pallets for cover. There's also a security hut here; simply use the camera to look inside, unlock the door, and head in to deal with the guard if you wish (or even head through the open window). There's a second guard patrolling this area too.

Covered Stepped Corridor: Access this only when you're trying to escape this place. It offers quick access between the reflecting pool and the eastern loading bays. It's usually better to keep to the perimeter if you're sneaking so you aren't surprised by guards from different directions.

Progression Plans

Now that you have a working knowledge of the entire facility, it's time to explore the premises without being shot. Try any or all parts of the following plans:

General Preplanning

Camera Positions: You are fortunate that the cameras in this facility are plentiful, so check them before heading around a corner or to access switches or other areas of interest (but not the mission-critical power nodes).

Stealth, not Slaughtering: During these objectives, you cannot utilize guns, as this leads to you being spotted and captured, and the entire "clandestine" part of the mission fails: Melee baton strikes only.

Waypoints: It's critical you learn precisely where each of the waypoint objectives are so you don't waste time exploring needlessly, if you aren't concerned with removing all foes. However, it's more satisfying to have the entire place empty of guards before objectives are met. It's up to you.

Passive // Smart: Pacifist Approved

Difficulty:

If you're up for a challenge and hate experience points, it's actually possible to complete the listed objectives without killing anybody. Enter via any insertion point, and when you reach the guard standing by the monitor you need to hack, in the reflecting pool, throw a lure so he investigates it while you check it. It's pretty tricky to do this while the two other guards are patrolling. Then creep into cover, move to the cafeteria, and begin the node search.

Hack the camera on the guard up at the solar array, and when he moves into his office, hack the switch box; if he doesn't go to his office, use another lure. Then avoid both guards, using one more lure if necessary, as you head to the substation and hack the second node. Now return to the cafeteria to complete the hack.

Note

The following two paths show how to remove guard threats during a complete circuit of the facility. You are expected to be Profiling as you go so you can see every guard from behind cover. You may elect to reach the waypoints at the reflecting pool and cafeteria first or rid the entire facility of guards.

Aggressive // Stealth: Clockwise Cruise

Difficulty:

Enter via the southwest service entrance, hacking the guard's camera to open the door, then attracting him to the phone before throttling him. Move to cover behind the nearest foe in the reflecting pool.

Wait until the patrolling foe is on the far side of the reflecting pool, then strangle the foe by the monitor. Hack it while crouched against it to update the waypoint to the cafeteria; stay here or retreat to cover. Then (optionally) use the phone on the bench behind the main sculpture to keep the other foe at bay, sneak up, and bring him down. Move to the cafeteria so you can find both the node data flows.

Move left and up the stairs to the solar array. Move an array if you want to attract a guard, but wait until the patrolling one heads behind the gray "Blume" server boxes and bring down the foe by the office. Then catch up to the patrolling guard and drop him too. Now enter the office and unlock the first data node.

Move through the cafeteria and into the north corridor, watching for two guards in close proximity. Wait until they are separated before striking the first in the middle of the north perimeter. Then use the camera to watch for the second so you don't step out and get caught by him. Enter the substation and hack the second node. You can now complete the mission without removing any more guards.

(Optional) Creep to cover along the eastern perimeter and drop the patrolling guard before he passes the second guard in the security office. Then vault through the open window, into the hut, and throttle this guard. Or (optionally) use the phone to attract the guard, and unlock the door by hacking the switch console from through the window.

(Optional) The last guard is standing in the security hut by the main gate; if you want to tidy up all loose ends, hack the door so it unlocks, push it open, and strangle him from behind. Or launch through the open window adjacent to him and knock him down. Or use the phone to attract him, unlock the doors via security camera, open the door, sneak up, and drop him.

Aggressive // Smart: Counterclockwise Moves

Difficulty:

Enter via the main gate or the southeastern service entrance. Hack the security hut's door so it unlocks, push it open, and strangle the guard from behind. Or launch through the open window adjacent to him and knock him down.

Move to the eastern perimeter and loading bay, and very carefully remain in cover. Coax the foe to the forklift truck if you want, but ensure you strangle the patrolling guard first, when he's behind the view of the foe inside the security hut. Use the camera to unlock the hut door or vault through the window, into the hut, and throttle the second guard.

Move toward the northeast perimeter and quickly remove the guard there, but only after checking the patrol of the second guard so you aren't caught in mid-strangle. Sneak up and remove the second threat in the middle of the northern perimeter.

Head up the right stairs to the solar array, and move one of the arrays to block your view from the guard by the office. Then creep up and remove the patrolling guard before sneaking behind the bank of "Blume" server boxes and strangling the guard by the office.

Raise the Protector and sneak behind the reflecting pool. To avoid the moving guards seeing you remove the one standing by the monitor, tackle them in this order: (1) the guard with the camera by the atrium, using the attract phone; (2) the stationary guard by the monitor; and (3) the moving guard by using the attract phone on the bench.

At this point you can hack the monitor, check the switch in the cafeteria, find both nodes, and start to hack into Blume's system.

Tip

Stop! You may be required to swiftly exit this establishment. Prepare for this by opening the main gates and lining up a getaway vehicle close to the cafeteria. This obviously works if you've removed all guard threats first!

Break into Blume's network unseen
Install T-Bone's spyware
Locate Damien's meeting

4.3 IN FULL BLUME

Location / Pawnee // Blume

Infiltration

Data Hack

Difficulty:

Once you activate both nodes and trace the data flow from the switch in the cafeteria to the subswitches in the solar array office and the northeast substation, return to the main switch to hack it. You're presented with two hotspots:

Solution: Hotspot 1

Solution: Hotspot 2

You're in! Now for T-Bone's spyware: Simply hack the mainframe you can see, uploading the virus and contacting T-Bone, who's already seeing pings. As you're talking, you notice a familiar name pop up in the register of guests. Damien Brenks! You tell T-Bone you'll be out as soon as you've seen what your ex-partner is up to.

Check the door to your right; a guard walks in with a camera. Hack into it and watch the guard patrolling the server, then the corridor and out into the executive offices. Quickly hack into one of the conference room's cameras. Flick through the cameras as Brenks explains he has some particularly potent information and hopes a small dossier on Raymond Kenney will help prove his point. This doesn't sound too good for your new friend....Furthermore, the alarm trips; you need to leave, and fast!

Exit Blume

4.4 WE HAVE KENNEY. GET MOVING

Location / Pawnee // Blume

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Bike at the start of the trail, adjacent and west of the Blume facility.

Dangers: Seven Blume guards (Veteran x6, Elite x1), armed with shotguns and machine guns. Two are Shot-Callers, able to summon two reinforcements. All are on foot.

The facility has been compromised! If you're itching to start a battle, you can easily get into it with the guards; however, bear in mind that Raymond "T-Bone" Kenney is currently being visited by a mass of Blume-influenced militia, and you should be saving your nastiest surprises for them. It may behoove you to take a more fleeting approach to exiting this facility. Here are some options:

Passive // Flee: Running out of Blume

Difficulty:

Check the direction of the incoming foes, and attempt to avoid them as best you can:

Sprint through the covered stepped corridor, to the southeast service entrance.

Or, move toward the gates; if you opened them but aren't using a vehicle, enemies will be farther inside the facility.

Or, head to the southwest service entrance, using the atrium and waterfall sign area as cover.

Aggressive // Stealth: Powerful Forearms Give You Elbow Room

Difficulty:

From the cafeteria, you can head into the reflecting pool. Better yet, creep down the interior corridor to the side security hut, locate the guards on your minimap using security cameras or a ctOS scan, and start bringing down the guards one by one. There are four milling around the southeast corner, and distracting them by hacking their comms or using lures easily brings them down. Then creep over and deal with the final three by the reflecting pool and Blume sign.

Aggressive // Violence: Blume Operatives Go Boom

Difficulty:

There are a variety of satisfying takedown options you may want to try after all that sneaking about:

Snipe or take foes down from long range by setting up camp atop the substation.

Or, use the solar array balcony, watching for foes coming up the steps.

If you prefer a more methodical approach, head to the east perimeter and begin a takedown in a clockwise direction, using the abundance of cover opportunities. This is slightly safer than dropping down in the reflecting pool or cafeteria, where you're more easily surrounded.

Enemies appear from the south, and you can see a lot of them if you're in the reflecting pool area, which is the place to try out area-effect weapons like grenades.

You can place IEDs if you wish, or drop them on advancing enemies.

The cafeteria shutters are good for opening when enemies pass by and shooting them.

Either of the two security huts (not the one at the solar array) make good defensive areas, as long as you know the open window and doors are exit points.

Driving // Offensive: Careening out with a Zoom

Difficulty:

It's much easier to simply steal one of the Blume vehicles, such as the ctOS van, and mow down any foes in the way as you reach the gate (which you should already have opened). Barrel out of the facility. Or, prepare a vehicle near the cafeteria for just such a plan.

When you reach the trailhead by the bike, this mission concludes, and "For the Portfolio" begins.

MISSION REWARDS

Gained XP +2,000

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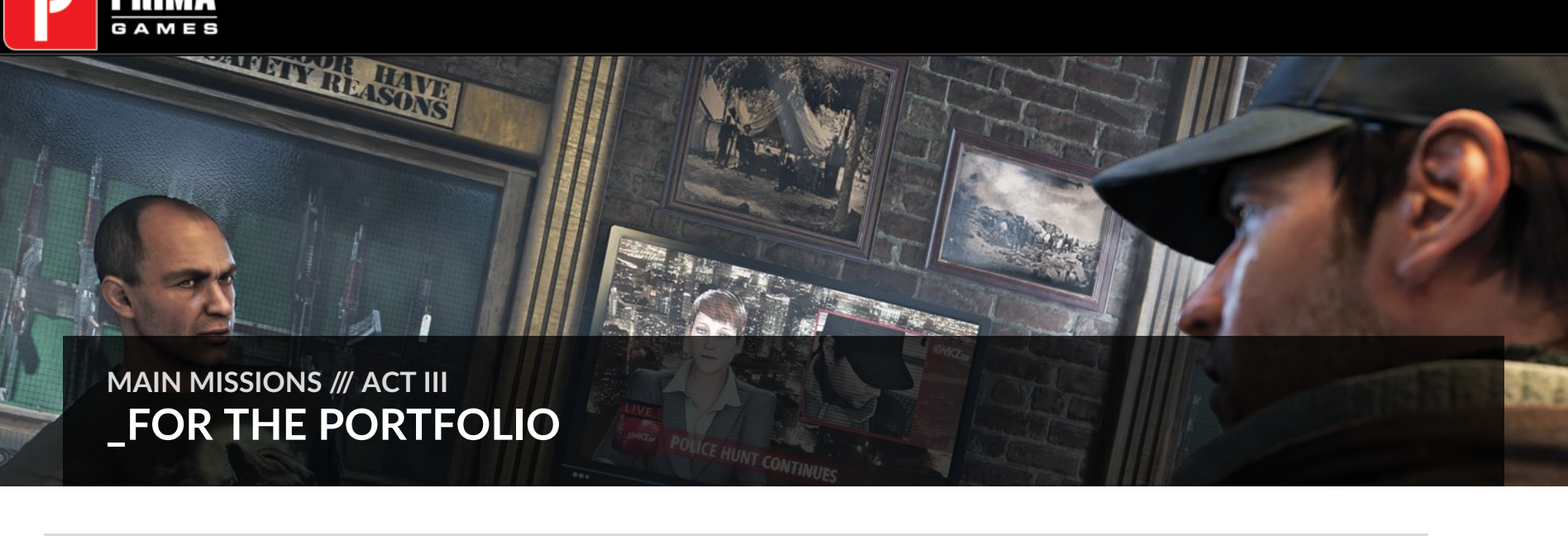

MAIN MISSIONS /// ACT III

_FOR THE PORTFOLIO

OBJECTIVES

- Hurry to T-Bone's junkyard
- Eliminate the militia
- Regroup with T-Bone
- Follow and defend T-Bone
- Defend T-Bone
- Regroup with T-Bone
- Eliminate the enemies to help T-Bone escape
- Regroup with T-Bone
- Follow T-Bone to the boat
- Escape Pawnee with T-Bone

MINOR SPOILER

LOCATIONS // MAP

Location / The Loop // Junkyard, Side Junkyard, Woodland Path to Boat Shack

5.1 THIS AIN'T WHERE I WANT TO DIE, MAN!

Hurry to T-Bone's junkyard

Location / Pawnee // Blume

Location / Pawnee // Junkyard

Driving Infiltration

Difficulty:

Tip

Stop! Before you reach the restricted area of T-Bone's junkyard and have no way of stocking up on your favored weaponry, now is a great time to visit your hideout (in the gas station yard), gun shop, or pawnshop. Tool up for arguably your hardest-fought battle so far. Head there either before or after starting this mission. However, you'll need to "Quit Mission" first.

You begin this mission at the trailhead to the left (west) of the Blume facility. Though you can take the main roads to the junkyard, these trails offer entertaining jumps and not-so-entertaining crashes if you don't ease up on the throttle. T-Bone phones you asking for help—he's got half of Pawnee's militia forces on his lawn!

Maneuver down the dirt trails, following any of the paths that are generally pointing in the correct direction. Expect jumps and a couple of rough landings if you accelerate too strongly. Eventually, you reach one of the three insertion points to the junkyard, and the battle immediately commences!

5.2 GOT SOME MEAN-LOOKIN' KIDS ON MY LAWN, HERE

Eliminate the militia

Regroup with T-Bone

Location / Pawnee // Junkyard

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: T-Bone's location, as you progress through the junkyard.

Dangers (Wave 1): Seven Militia (Marksman x1, Gunman x1, Veteran x1, Elite x4) armed with shotguns and assault rifles. One is a sniper.

Insertion Points

There are two main entrances into the junkyard and one secret way in. Either of the main entrances are handy for retaliating against the militia already attacking T-Bone's compound. It's also helpful to know the entire junkyard before you begin your battle.

Northwest Road (Spider Car Entrance)

Accessibility Level:

This entrance offers a narrower threshold and quicker cover opportunities than the dirt trail entrance. However, you don't have a particularly thorough view of the entire yard, which is vital if you're using T-Bone's machines against the enemy. Head here if you enjoy hunting your prey instead of frying them with giant sculptures. Remember this is one of the two paths that reinforcements arrive from during the next couple of stages of this mission.

North Dirt Trail (Two-Legged Entrance)

Accessibility Level:

This is the entrance marked by the waypoint, just southwest of the bridge. It offers access to covered perimeter areas of the junkyard, including the balcony to the left (east), close to T-Bone's sealed warehouse. This enables you to reach T-Bone more easily than the road entrance, and you gain additional height on your foes. Remember this is one of two routes reinforcements arrive from during the main stages of this mission.

Dam Shack Tunnel (No Entrance)

Accessibility Level:

While it's true that you can locate the Pawnee dam to the south and the ramshackle hut on the lake, and you can explore the woods leading into a short tunnel that dumps out into T-Bone's side yard (see below), the gate into the main compound junkyard is locked. You can't access it until the very end of this mission. Don't infiltrate this area thinking you have a cunning way to reach the upper part of the yard.

Junkyard Locations

T-Bone's junkyard is a mass of rusting machinery, towering sculptures of violence, and makeshift walkways and balconies. The following details the most helpful locations and all the sculptures. Note that the "Danger Level" refers to how many foes congregate in this area and their threat to you.

My Ex-Wife (Northwest Scorpion Sculpture)

Danger Level:

Under the legs of this scorpion are numerous hiding spots, and the area is close to the incursion point for the militia. Fortunately, the blast of electricity the sculpture releases is widespread, and there are canisters on much of the debris to detonate to flush foes out. Unfortunately, the power required for such widespread devastation causes a small ctOS Blackout, which lasts around ten seconds; switch to conventional weapons during this time. Focus a good deal of your attention here, when foes are congregating or arriving from the entrances.

Eat Crow (North Robot Sculpture)

Danger Level:

This spinning Gatling-gun monstrosity can make short work of foes, which is handy because this is where all the enemies park their vehicles during the reinforcement phases of combat. Blast apart the canisters, as this can destroy some cover, and watch for foes jogging in and scaling the steps to the helipad from here; a lot of the fighting takes place in this quadrant, so it's vital you keep this sculpture spinning.

Galloping Gerty (Northeast Dragon Sculpture)

Danger Level:

Watch for foes remaining healthy around this dragon; though its breath is devastating, it can't hit foes behind it. The more cunning of the militia know this and stay by the debris cover opportunities to the east. However, this sculpture is great for roasting enemy vehicles as they pull in; just watch for foes ascending the steps to the helipad.

Bus Balcony (Northeast)

Danger Level:

This is a great place to survey the junkyard from during the first foray into battle with the militia, and you can easily drop foes with sniper shots from here. There are two sets of stairs the enemies can reach you from, but this is out of the way compared to other elevated positions. However, don't stand here when you're defending the helipad; you can't reach the sculptures on the opposite side of the junkyard and T-Bone can be overwhelmed.

Arachnascrewya (Southeast Spider Sculpture)

Danger Level:

Despite its smaller stature, this spider packs the same nasty electrical discharge as its larger scorpion cousin. Though you aren't attacked initially from this location, foes like to move behind Galloping Gerty and the South Eat Crow to swarm this area; be mindful and activate this from time to time. Expect stair intrusions onto the helipad from here too.

Eat Crow II (South Robot Sculpture)

Danger Level:

The wall and crane attached to the helipad protect you from foes moving around in this area, but they like to use the tunnel entrance under the helipad too. Flush them out with Eat Crow. This robot is pretty effective, so remember to use it.

Western Balcony and Walkway

Danger Level:

Running along most of one side of the junkyard, this has two connecting bridges: one to the helipad and one down to the south. This is a good place to run to and from if the helipad gets too dangerous or if there are only a few enemies left. There are numerous cover positions, and you can more easily reach foes dug in around the scorpion or south areas of the yard. This is also the entrance to the side yard.

Crane and Helipad (Center)

Danger Level:

This is where most of the action takes place; expect frantic, chaotic combat that will really test your reactions! Remaining here is vital, as you must protect T-Bone and this is the only area where you have quick access to all your sculptural defenses. The biggest concerns you face are foes breaking through the sculpture fire and climbing the two sets of stairs or onto the outer perimeter; constantly check your minimap for them. Also note the tunnel under here, which isn't visible unless you're looking remotely or on the ground. Come here for the IEDs. Stay for the carnage!

Progression Plans

Now that you know the various areas, try any or all of the following plans when reaching and then defending T-Bone in this main part of the junkyard.

General Preplanning

Conserving Ammo: Remember T-Bone has a variety of lethal sculptures to dissuade invaders, and this is the chance to use all of them! While you're removing these threats, you can conserve ammo and deal with foes out of the blast radius of all the mechanical monsters.

Cameras: The entire junkyard is surrounded by cameras. Using them allows you to quickly spot foes and activate sculptures and other scenery. But you're usually able to follow enemy locations on your minimap or use a ctOS scan if you need foe outlines to target.

Monsters Don't Discriminate: Remember that the sculptures' weaponry is devastating, but you'll be damaged, too, if you wander into its line of fire! Stay at a distance when the monsters unleash their fury.

Caution

Be warned! Not clearing foes approaching T-Bone's location eventually results in his death! Remove the current militia threat with haste.

Aggressive // Smart: Some Mechanical Tricks

Difficulty:

Quickly move toward the bus balcony as soon as possible; it's much more secure and you have a better field of vision than the mesh fence near the northwest entrance. You can also properly see—and dispatch—foes approaching T-Bone's location. Now quickly access the sculptures, and use their firepower to whittle down the enemy. Having multiple sculptures firing at a time is helpful. If you can't hit all the foes with sculpture fire, mop up the rest with gunfire or projectiles when only two or three remain.

For foes on the junkyard's opposite side, occasionally use cameras to find them and remotely control the sculptures.

Aggressive // Violence: Massacring Some Hicks

Difficulty:

Some of the foes are under the helipad or stuck behind cover that T-Bone's sculptures can't reach with their fire. This is where you step in:

Dart from cover to cover, and bring an assault rifle, machine gun, or pistol to the heads of each militia foe.

If a foe is hiding behind debris, lob grenades into cover or punt them in with your launcher.

Snipe from the bus platform.

Run in with quick shotgun blasting, but this is dangerous.

Step around corners to execute melee-range takedowns with your weapon.

Caution

These militia are heavily armored; some of the tougher-looking dudes (Elites) can take multiple rounds of rifle fire to the torso and still remain standing. Aim only for the head!

Tip

Before reaching T-Bone, it's a great idea to gather any crafted items on the helipad (or ready the ones you are carrying) and prep the area with your own traps to augment the sculptures. Positions to place traps in are discussed in the next part of this mission.

Driving // Offensive: Ramming Militia for Kicks

Difficulty:

In this or any of the later militia assaults, you can stay to the main circular dirt track between the sculptures and drive through the place, stopping from your movable cover to remove threats or run them over without getting out. However, this isn't really feasible during the next (crazy) part of the proceedings, as you're easily stuck and easily spotted and attacked.

When you remove all threats, the objective updates. Reach T-Bone, who is close to the corrugated warehouse exterior, which bears his fishy insignia.

5.3 S#!T! I'M GONNA HAVE TO BLOW THE WHOLE PLACE UP!

Follow and defend T-Bone

Defend T-Bone

Location / Pawnee // Junkyard

Escort

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: T-Bone's location, as you progress through the junkyard.

Dangers (Wave 2): Three militia (Gunmen x2, Elite x1) en route to central platform.

Dangers (Wave 3): Three militia vehicles, each carrying two foes (Veteran x3, Elite x2, Enforcer x1) parking to the north. One is a Shot-Caller.

Dangers (Wave 4): Four militia on foot (Gunman x1, Veteran x1, Elite x2) approaching from the north and east.

Dangers (Wave 5): Six militia (Gunman x1, Veteran x3, Elite x2), four on foot and two in truck, approaching from west and north.

Once T-Bone starts to move from the rendezvous point toward the central helipad platform, tag along, bringing an automatic weapon (or brandish a pistol with a deadly aim). Profile as you go so that when three militia scramble from behind their metallic cover (one right, one atop the helipad, and one left on the ground), you can drop behind debris and quickly finish each one in turn. Save other weaponry for the bigger fight to come.

Tip

Stop! Between waves you may wish to leave the last militia member (ideally the one on the left) alive if you want to set your own traps in the area.

Caution

Make sure you keep an eye on T-Bone's health throughout the battle. If he starts to lose health, move immediately to his side and remove the threats on his life.

Progression Plans

At this point, everything goes nuts. Militia units begin arriving from the two entrances, multiple foes spread out and begin to surround you, and you need to fight for your life and defend T-Bone's. Fortunately, there are methods to survive this madness:

Aggressive // Violence: Takedowns in the Name of T-Bone

Difficulty:

These militia are waving more than their manifestos at you, so it's important to prepare for their arrival as swiftly as possible:

You should already have a full complement of IEDs on you. This is the time to utilize them. Rush the road area where the foes park—anywhere between the scorpion to the dragon sculptures along the junkyard's north side—and drop up to three bombs. Or expertly lob them from the helipad platform. When the enemies arrive, make sure they have exited the vehicles before you detonate (they can still survive if you detonate before they exit), and blow them up if you aren't using proximity IEDs! Remember to lay more IEDs for subsequent vehicle arrivals, and remain vigilant, especially on your minimap, as the red diamonds indicate their vehicles showing up.

You can also drop IEDs at the bottom of either set of steps, so foes that break through the sculpture fire have a final problem when they try to scale the steps. This is effective, but takes out only one or two foes at a time. However, it can save your life if you're primarily hiding and using cameras to detonate sculptures and IEDs remotely.

Got a grenade launcher or gathered some frag grenades? Great! Have both? Even better! Because a similar tactic can work extremely well if you scramble down to where the vehicles are parking or stay on the metal bridge overlooking the scorpion, and arc in grenades just as the foes exit their vehicles.

Keep more frag grenades for flushing enemies who have successfully avoided the metal monsters and are hiding in cover you can't easily access.

Aggressive // Smart: Calling Heavy Ordnance from Your Phone

Difficulty:

Once the enemies leave their vehicles and spread out around the junkyard, T-Bone's sculptures come into play. In fact, they are vital! Use the scorpion, robot, dragon, spider, and second robot to massacre the militia. Drop to cover behind the table with the IEDs. You can:

Slowly spin clockwise around the helipad platform you're standing on, activating the sculptures in turn and firing at any foes the attacks might miss or those encroaching on your stairs or platforms.

Check your minimap for the highest concentration of foes, and then access the sculpture nearest the cluster of enemies and activate it. This thins out the enemies so you're not overwhelmed.

Utilize the cameras and remotely activate the sculptures (along with any IEDs you've laid); this isn't quite as safe as doing it from Pierce's own perspective, as foes can storm the stairs and you lose vital seconds moving back into Aiden's body to react to them.

As the fight progresses, the energy required to activate the machines becomes intermittent. Now is the time to fall back on violent tactics, then start up the machines as soon as power is restored.

Use the sculptures as often as you can; this makes battling the waves of foes almost straightforward!

Don't overlook the two Protectors on the helipad; use them to stop incoming fire and hide behind, but lower them for a better view down to foes milling about.

Aggressive // Violence: Protecting Your Throne

Difficulty:

Now that the full force of Blume's militia is engaging you and T-Bone, there are more violent techniques to try:

Roam the metal walkway to the west balcony for a better view of enemies, and cut them down from here. But watch T-Bone, as he's more exposed back on the helipad. A powerful shotgun is the best weapon to wield here.

You're likely to be severely wounded while activating machinery and not seeing enemies at extremely close quarters, such as a shotgun-wielding lunatic with a plaid armor vest sauntering up the helipad stairs or crouching on the helipad's perimeter. Constantly check your map for foes very close to your location, and give them priority (as well as headshots).

There are canisters aplenty scattered throughout the yard; blast them to create small chain reactions and damage foes dug in behind cover.

The sniper rifle isn't called for here; there's simply too many enemies requiring your peripheral vision to find.

Only venture to the ground as a last resort—to hunt stragglers or flush out enemies when just a few remain. Otherwise, you're likely to be surrounded, and possibly damaged by T-Bone's machines if you activate them near you.

As combat progresses, T-Bone heads to the western balcony to prep his bomb, which needs additional time to "percolate." Then wave four and five of the enemies start to arrive. Your tactics to deal with them are similar to before. Keep yourself and T-Bone alive at all costs!

When the last militia of this wave falls, gather anything you can (IEDs you haven't picked up yet) and follow T-Bone up the metal bridge, through the previously locked mesh gate, and into the side yard. The combat isn't over yet!

5.4 HERE. YOU WANNA DO THE HONORS?

Regroup with T-Bone

Eliminate the enemies to help T-Bone escape

Regroup with T-Bone

Location / Pawnee // Junkyard

Escort

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: T-Bone's location, as you progress through the side junkyard.

Dangers (Wave 6): Six militia (Veteran x3, Elite x2, Marksman x1), all on foot. Sniper on far container stack.

Junkyard Locations

The side junkyard is thin and features a multitude of debris neatly piled together in cover-friendly stacks. There is a balcony on the right (west), a raised area on the left (east), and a stack of cargo containers at the far end (south) where the sniper annoys you from.

Galloping Gerty II (Side Yard)

Danger Level:

This dragon statue features the same devastating salvo as the one in the main yard. Access it as needed during this last battle, but be quick, as the enemy tends to race away from its area of effect as you appear.

Eat Crow III (Side Yard)

Danger Level:

This sits at the yard's far end, and as all the enemies tend to charge you, it becomes far less effective. Unless you're accessing it immediately or can catch the sniper with it, avoid using this sculpture.

Progression Plans

Let's not fall at the last hurdle here. Here are ways to prevail:

Aggressive // Smart: Raining Down Death from Above

Difficulty:

This area contains a Protector, cameras, and the two aforementioned sculptures. Immediately access the Galloping Gerty sculpture and thin the herd of foes charging your way (all are taking up defensive positions and advancing on the north end of this yard).

The Protector is reasonably helpful, but foes use it, too, so simply activate it, deactivate it if a foe is waiting behind it, and tackle them.

There's no real time to use the cameras to mark foes or start any sculptures moving; you're usually cut down by swarming foes. So fall back on blind, ugly violence.

The platform and upper ground on the edges of this gully are reasonable places to fire down on foes. However, combat usually is over so quickly, there's little time for tactical planning. Get up here if you can.

Aggressive // Violence: Gunfire and a Shove

Difficulty:

Drop behind the large pile of metal crap at the bottom of the steps, pausing only to activate Galloping Gerty. Spend the remaining time popping the heads of the incoming foes. Pistols, rifles, and pinpoint accuracy are recommended.

Grenades are also a great way to move foes out from cover. But they are secondary to a rifle with a full clip and your hiding spot.

The biggest problem is the sniper on the far containers; he effectively prevents you from rushing the enemies, meaning a defensive posture is far safer.

Dart from cover to cover and use melee gunning.

Gas canisters are also scattered everywhere; shoot at anything cylindrical, or canister shaped.

When you've dealt with all immediate threats, focus on the sniper. Quickly rush from cover to cover as you advance south, and shoot him from range. If you can't get a bead on him, scale the container ladder and drop him from melee range.

Move back to T-Bone's position, and follow him to a small tunnel entrance, where he produces a remote detonator and stops for a moment to look back at his junkyard. Pausing to grab his phone to film the imminent explosions, he allows you to do the honors.

5.5 WE CAN'T ALL BE PRETTY IN THIS GAME, HONEY

Follow T-Bone to the boat

Escape Pawnee with T-Bonet

Location / Pawnee // Junkyard

Location / The Loop // The Bunker

Escape

Driving Investigation

Difficulty:

Turn and dash through the rock tunnel, holding down the vault button so you easily leap the fallen tree trunks as you scramble down a wooded embankment. You're headed roughly south to a dilapidated red shack where T-Bone's boat is moored.

Open the door before leaving to avoid embarrassment; then set off, following the river inlets into the bay toward Chicago. Use your minimap to help stay on the water; running aground is a terrible way to fail this mission. The mission effectively ends when you reach the edge of Pawnee.

Back at the Bunker, T-Bone asks what you're trying to solve. After kicking open a drawer with a stash of whiskey, T-Bone is extremely happy to make the acquaintance of Clara. You ruin the atmosphere somewhat with talk of Damien's appearance at Blume. Clara calms the situation while you take a breather and a call from Jordi. There's some tidying up in Rossi-Fremont to do.

MISSION REWARDS

Gained XP: +2,000

SongSNEAK: Jesus Built My Hot Rod By: Ministry

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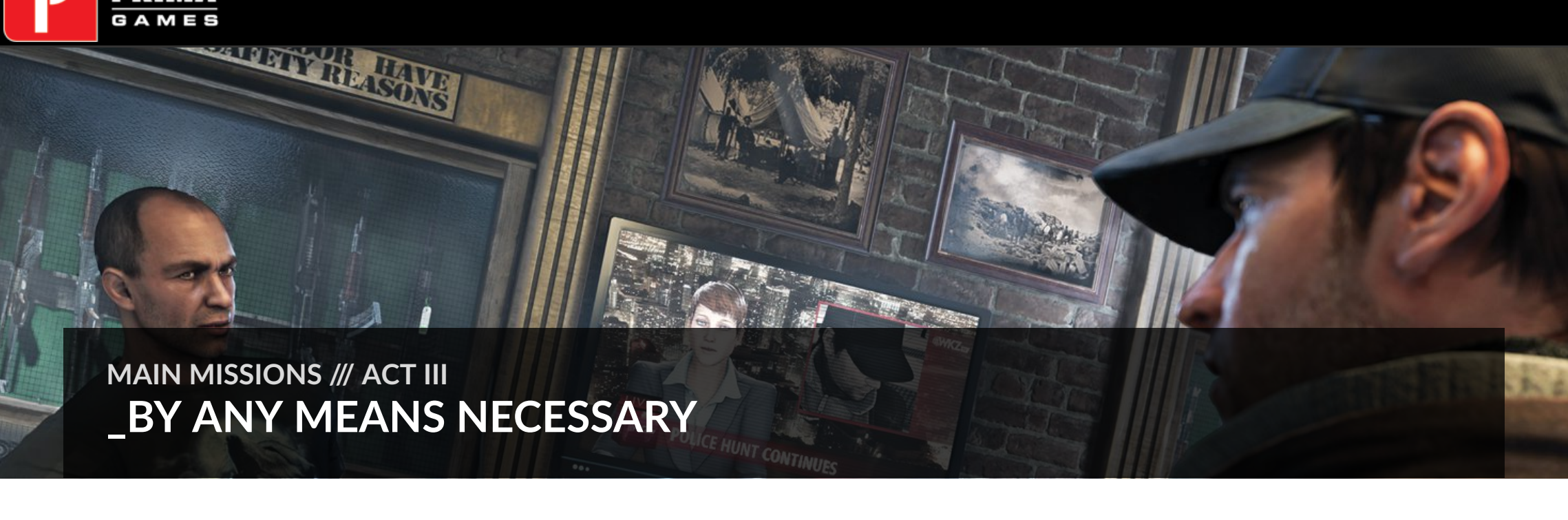

MAIN MISSIONS /// ACT III

_BY ANY MEANS NECESSARY

OBJECTIVES

- Enter Rossi-Fremont
- Reach Iraq's server room
- Download the server data
- Follow Iraq
- Leave Rossi-Fremont

MajOR SPOILER

LOCATIONS // MAPS

Location / The Wards // Rossi-Fremont Tenements (Exterior)

Location / The Wards // Rossi-Fremont Tenements (Interior)

Location / The Wards // Rossi-Fremont Tenements (Rooftop)

Enter Rossi-Fremont

6.1 THESE GUYS ARE ARMED LIKE A FIRST-WORLD NATION

Location / The Wards // Rossi-Fremont Tenements

Infiltration

Lethal Force Likely

Difficulty:

Tip

Wait! It's time to assault Iraq's base of operations, so heading there in a long leather coat and a baton isn't advisable (although picking up dropped enemy weapons is). As this requires a lot of gunfire, tool up at your hideout, purchase that new weapon you've been eyeing, fill up all your crafting item slots, and then begin.

Jordi likes shooting stuff, so you get on the phone with him, and he agrees to meet you for the assault on Rossi-Fremont. When you're ready for the first part of this fight, head to the street entrance (west), where you previously infiltrated Rossi-Fremont.

Tip

The two earlier missions involving this location are exceptionally useful for figuring out insertion points both outside and inside the tenement block where Iraq and his forces are holed up. Read up on the following missions before continuing:

- Act II: Mission 6: Jury-Rigged.
- Act II: Mission 7: Grandma's Bulldog.

Overview

Completion Point: The ground entrance to the middle or far (east) tenement block.

Dangers: Nine Viceroys total (Gunman x1, Veteran x3, Elite x2, Elite Marksman x2, Enforcer x1), armed with machine guns, body armor, sniper rifles (east block). Two are Shot-Callers.

Reinforcements: Vehicle arrives with four foes (Elite x4) once four initial enemies remain and Shot-Callers are present.

Friendly: Jordi Chin, with a sniper rifle behind a balcony on the left (north) tower.

Caution

The Viceroys' gang affiliation color is orange, and Elites are clad in orange body armor. As usual, they take a lot more punishment before dropping, so aim for the head to conserve ammunition and quicken your kills.

Insertion Points

Street Entrance (West)

Accessibility Level:

The parking lot is extremely accessible, but it's also open, and the enemy is armed with more powerful hardware. Therefore, it's usually safer to choose any other insertion point unless you can quickly down the first guard and get into cover without being spotted. Sneak along the perimeter or dash up the middle if safety isn't important. Try blocking this entrance with vehicles prior to the mission start, so any reinforcements have a difficult time reaching the yard.

Left Tenement Fencing (Northwest)

Accessibility Level:

Head left (north) along the street to where Jordi is stationed in the north tenement block. Pass through the open gate or leap the fence, then scale another two fences to reach the yard's northwest corner. Beware of the enemy spotting you, but use this to creep in a clockwise path around the perimeter, ignoring the guard at the street entrance (west) and heading to the containers and propane tank. Beware of the snipers as you go. Also be sure to stop and hack the phone resting on one of the pipe stacks with an Audio Log to collect.

Concrete Ruins (Southwest)

Accessibility Level:

This is a more advisable option than the street entrance, as it leads to an area of excellent cover (just watch for Viceroy reinforcements from behind, if they are called). Head through the open gate leading to a wood-paneled shack and scattered concrete ruins with a crumbling tower of an old tenement. Use the cover here, especially inside the short tower; it can be a good spot for tackling snipers. This is a great method of sneaking counterclockwise, too.

Left Tenement Fencing (Northeast)

Accessibility Level:

Head around to the rear of the left (north) tenement, passing an empty parking lot and eventually entering the yard's northeast corner. If you're after a massive and spectacular firefight, blast the propane tank here. Before arriving, look up at the sniper on the east tenement balcony, and drop him before venturing forward. Watch for the second foe on the opposite side too. This insertion point (with a quick perimeter creep) is a quick way to reach your objective.

ctOS Tower Yard (Southeast)

Accessibility Level:

The ctOS tower yard isn't the focus of the fighting in this mission, but the area (or the forklift and fence) has great insertion points. You can easily enter the yard's southeast corner, moving from cover to cover, and reach the objective without being seen. Remove the sniper on the east tenement balcony, and watch for the second one on the other side.

Tip

Remember you can venture into any of these insertion points when planning your routes; for example, enter the left tenement fencing and ctOS tower yard to remove the sniper threats from the east tenement balconies before attacking the ground foes.

Progression Plans

You may now try one, parts of, or any combination of the following methods to defeat any foes and reach the front of the east tenement block.

General Preplanning

No Cameras: Although there's a camera overlooking the tenement yard near your starting position, the yard is devoid of cameras, so marking the Viceroys is tricky. Rely on your minimap, and have your smartphone Profiling so you can mark within your phone's radius. Better yet, conduct a ctOS scan just before moving into the restricted area, and tag everyone with a single sweep.

Viceroy Routes: Aside from the foe at the street entrance, there are three more halfway through the yard and three to the rear, spread out and patrolling. Beware: two are Shot-Callers. Watch for reinforcements from the street entrance and ctOS tower area.Or, if you're sneaking, time your movements so a nearby guard is facing the other way.

Be Prepared: There are fewer smartphone interaction points (and once T-Bone kills the lights, no infrastructure hacks are available), so it is wise to carry your favored weaponry for this mission. Although it's possible to finish this without combat, be sure you have at least a sniper rifle, machine gun, pistol, and grenades.

Passive: Sneaking So You Don't Get Caught

Difficulty:

Unlike the previous time you infiltrated this area, finishing this objective without any foes even knowing you're there is not only possible, but also encouraged! The trick is to pick the correct insertion point. Although skulking around the perimeter from other locations is fine, try the following path for best results:

ctOS Tower Yard: Approach from here, darting from cover to cover, under the snipers' view, and watching for the three foes closest to the objective so you aren't spotted. Simple!

Aggressive / Stealth: Iraq's Defenses All for Naught

Difficulty:

Despite the arms they are carrying and their torso protection, the thugs in this yard are still susceptible to a baton to the head (except for the Enforcer close to your waypoint, unless you've obtained the necessary skill to tackle him). It's possible to remove all the ground threats (even with the snipers above) before reaching your objective. Aside from perimeter prowling, the following route is another option:

Begin at the street entrance (west). Step forward and melee-strike the foe guarding here. Slip behind the car for cover. The foe to the left (north) usually comes to investigate. When he arrives, dart out and drop him. Then the foe in the middle of the yard heads over. Take him down. Next, the foe in the concrete ruins strolls over (and if he doesn't, head there and grab him from behind too).

This leaves only the three foes at the rear of the yard. Skulk around the perimeter counterclockwise, then work from south to north, roughing up the last three. Even if you need to bring out your guns or projectiles (to combat the Enforcer), it's easy to drop these foes before they call for backup. Then run under the open container or behind a vertical concrete structure, or take cover and hit the snipers.

Another option is to equip a Spec-Ops weapon and off each foe with a headshot, creeping from cover to cover as you go. Even the snipers can fall without anyone else suspecting an attack.

Aggressive // Violence: When the Situation Gets Fraught

Difficulty:

If your melee strikes or sneaking leads to you being spotted, the action heats up. Switch to your favored weapons, remember Jordi has your back, and dart into cover. Remember the following possible plans:

Street Sniped: Move to the street and set up a sniping spot behind a parked vehicle. Reinforcements usually arrive, so prepare to switch to rapid-fire weapons. Tag the foes in your immediate area, ignoring those at distance, and let the enemy come to you (without becoming surrounded). Advance only when all close threats are neutralized. This is a passable tactic, but not wholly recommended.

Snipers Away: You need to drop the two foes on the east balcony with sniper rifles, or they'll tag and easily drop you. Other snipers may arrive with the reinforcements, so beware!

Shot-Callers: There are two Shot-Callers, and attempting to silence them both before the call for backup goes through is tricky. Try it if you can; the use of grenades, IEDs, or lures is helpful here.

Headshots: Be completely confident in your headshot abilities; you need to spend a second and a single shot plugging each foe, not shrieking and emptying a clip into their well-protected torso!

Jordi Chin: Your Fixer lives up to his name and helps tag foes approaching you. If you need to coax him into hitting a particularly troublesome threat, lob out a lure. But when the action gets crazy, you'll both be attempting takedowns. Draw foes into the open (middle of the yard) so Jordi has a clear shot.

Concrete Jungle: It's usually a good idea to take refuge in the southwest part of the yard by the tower. The fallen support beams make great hiding places, there's minimal chance of being surrounded, and you can use the crumbling tower to gain height and tag foes behind cover at range. Another option is the northeast open container and low cover; you're near an alley escape where you can coax foes to a slaughter or blast the propane tank for a great explosion.

ctOS SOS: If the battle is becoming problematic, you can always retreat to the starting point across the street, using pedestrians and parked vehicles as cover. Or, you can move into the ctOS tower area. Although reinforcements may enter from here, the area has better cover for you and fewer aiming opportunities for the enemy.

Viceroy Vehicles: Damn! The Shot-Callers have called in the cavalry! Well, ensure you know the foes are coming and that you're prepared for them; as they appear from the ctOS and the western parking lot, you can move to the northeast area so you're not surrounded. Try raking the vehicle just as the foes disembark so you can take them down before they spread out; a grenade or IED works wonders here!

Driving // Offensive: Riding Over in the Bike You Brought

Difficulty:

Ready to run the gauntlet again? Accelerate straight through the western parking lot, aiming at the far (east) door. Reach there just as the Viceroys realize what's going on. Then exit your bike, drop behind cover, wait for T-Bone to call you and let you in, and flee inside before you're murdered!

Blackout Insertion is Sought

When you reach the waypoint at the main door of the east tenement block, T-Bone calls and lets you know of a way to hack in. Bring up your Blackout on your Weapon Wheel and trigger it. During the darkness, T-Bone unlocks the door, allowing access inside.

Reach Iraq's server room

Download the server data

6.2 IRAQ'S MILITARY COMPLEX

Location / The Wards // Rossi-Fremont Tenements

Infiltration

Data Hack

Lethal Force Likely

Difficulty:

Overview

Completion Point: Server room, penthouse level of the tenement block

Dangers: Approximately 25 Viceroys throughout the building, most with machine guns and body armor.

Tip

You're about to infiltrate the Viceroy base of operations. Expect no mercy and a prolonged and dangerous firefight. Tool up with a favored close- to mid-range weapon, such as a shotgun, machine gun, or rifle. Sneaking isn't really an option, so the following tactics assume violence is the only answer, unless otherwise specified. Remember to gather ammo, cash, and weapons from foes you tag. Good luck!

Keep your phone out and Profiling as you go; you need to tag foes even when you aren't using the cameras.

Area 1: Foyer and Elevator

Dangers: Two foes (Veteran x2) on the upper balcony. Three coming from the elevator (Elite x3).

Enter the entrance T-Bone opens for you, and wait a second for him to unlock the door to the interior. Head into the foyer. Scoot to the concrete planters and wait for foes to poke their heads out from the balcony above. Drop them. Lob a grenade at the opening elevator, rake it with automatic gunfire, or explode the junction box near it. Or, close the elevator and send it back up before they disembark to give you more time with the balcony foes.

Area 2: Crumbling Balconies

Dangers: Three foes on the balcony (Veteran x2, Elite x1).

Activate the elevator, ignore Iraq's taunts, and drop to the balcony in front and left to avoid the incoming fire. Quickly drop the foe and dive left before a second foe on your right offs you. Slay the foe on the balcony near the elevator and the one on the opposite balcony, or explode the junction box, sending the third foe tumbling down to the foyer (as there's a canister that strengthens the explosion).

Areas 2 and 3: Weapons Storage and Upper Balcony and Corridor

Dangers: Two foes on the upper balcony (Veteran x2).

Don't head up the ruined balcony ramp yet; grab any ammo and then move to the area underneath it, with a lock to hack. This leads to a wealth of weaponry, including ammo, an ammo bag, and an Audio Log on a laptop. Collect what you need, then head up to the waypoint on the next floor. Head past the closed elevator, make a left, and reach the doorway with the waypoint. Then move to the top of the balcony, grabbing two grenades and removing two more Viceroy threats on this upper floor.

Area 4: Ruined Rooms and Arcade

Dangers: Two foes in the arcade area (Elite x1, Enforcer x1), two in the ATM room (Elite x2).

Work through the ruined walls, unlocking the door at the far end and hacking the phone on the leather chair before you head through (for an Audio Log). Step into the small connecting corridor and into the arcade. Stay at the hole in the wall, at the entrance. Use the cameras to mark all three foes (one in the secondary part of the chamber). Drop the two by the arcades from cover, using grenades to defeat the Enforcer if possible (or lure him near the junction box). Head across to the pool table light and drop behind cover. When a third foe runs out, drop him. Then return fire until the fourth is dropped, or advance in cover and use melee takedowns. Then gather a ctOS scan (handy soon!) and search the two chambers for dropped items.

Area 5: Narcotics Storage

Dangers: Two foes in the room (Veteran x2).

Climb the ladder from the ATM room and immediately drop to cover at the ruined concrete wall. Watch out; you can't hide behind the low concrete area. Two foes are tricky to coax out, but a grenade does the trick, as does hiding behind the table and gunning them down from close cover.

Area 6: Three-Passage Corridor

Dangers: Two foes in the corridor and four more from the side passages (Veteran x5, Enforcer x1).

Before stepping into the main corridor, use the camera (or a ctOS scan) to tag the two hiding foes. Kill the Enforcer with a junction box and grenades lobbed down the main corridor. Then attempt one of the following:

Charge down and melee-strike the remaining foes behind the pallets, passing the ambush from the side corridors. Drop into cover, then turn and finish the foes.

Sidestep into either of the side corridors; the one on the left leads to a connecting room with more space to move. Wait for two more foes (a total of six in this area) to appear inside each side corridor, and blast them. Then sweep for stragglers.

Area 7: Derelict Apartments

Dangers: None.

Though there's movement and enemies above you, only Iraq's taunts are problematic to your mental state as you weave through the ruined rooms (check shelving for a phone with an Audio Log on it). Head for the light of a bathroom ahead and right (check the waypoint on your map). Climb the ladders in the blue-lit shaft. This is a great time to utilize a ctOS scan and locate the foes on the floor you're climbing to.

Area 8: Viceroy Pharmacy Distribution

Dangers: Six foes in the main area (Veteran x5, Elite x1), one or two more incoming from the far corridor.

Quickly drop into cover and scan through the cameras, tagging the four foes in the room with the boxes of pills. There are two junction boxes; explode the rear one to flush out a hiding foe, then use the other one as you start a gun battle. A grenade or other projectile is a good choice here. Move methodically from cover to cover, watching for additional foes in the corridor ahead. Before you reach the waypoint, grab any meds you wish.

Area 9: Corridor and Shutter Room

Dangers: A foe (Veteran) in the shutter room.

Have a little fun here after dropping to the cover position at the dark corridor entrance. Unlock the door to the side, then scan through the cameras and into the shutter room. You can activate the shutter, forcing the foe to move around into the corridor and your firing line. You can also wound him with a junction box explosion. Otherwise, it's slightly more difficult to bring down the foe behind cover (unless you can lob in a grenade, of course).

Area 10: Viceroy Safe Room

Dangers: None.

Wait! Be sure you've unlocked the door in the dark corridor before the shutter room, so you can access it and rob the Viceroys of a serious amount of cash, a crafting item, and another Audio Log!

Area 11: Inner Sanctum and Server Room

Dangers: None.

Unlock the door you watched Iraq exit during Mission: Grandma's Bulldog, and move into his inner sanctum. Move through the empty rooms, unlocking a door to a waypoint. Unlock a second door, and you finally reach the server room. Head behind the front of the server and hack it. That's the data you need! Now flee the way you came.

Follow Iraq

Take down Iraq

Leave Rossi-Fremont

6.3 YOU THE SHIT RAINING DOWN ON ME?

Location / The Wards // Rossi-Fremont Tenements

Infiltration

Data Hack

Lethal Force Likely

Difficulty:

On your way back from the server, Iraq steps into view, brandishing a pistol and a few choice questions for you. Revelations are uncovered, though Iraq hasn't acquired the full picture. He will soon, but a lackey interrupts the face-off, allowing Iraq to flee to the rooftop.

Follow Iraq through the smoke, and drop down onto the rooftop. Let's not fall to our deaths, shall we? Instead, continue the conversation, cluing Iraq in on the stolen secrets and threatening his livelihood. During breaks in this conversation, you have some quality opponents to defeat.

Area 12: Rooftop

Dangers (First Wave): Elite x3

During the one-sided conversation with Iraq, scour the rooftop for a couple of IEDs (if you're out of them), and resupply at the ammo bag by the waypoint. Once the chat concludes and enemies storm the rooftop, switch to an offensive posture. Start by tackling the three Elites he summons, beginning combat near the ammo bag, where there's the most cover.

Save your projectiles and dart out, drop each Elite with headshots, and duck back into cover. Watch for incoming grenades, but don't venture too far into the left (western) edge of the rooftops, as there's poor cover. Blast foes, or rush and melee-kill them. Save the transformer vault explosions and projectile lobbing for future opponents if you can. And remember that you can hack two of these foes to stop them firing on you (so you can shoot or tackle them easily).

Tip

Periodically check the combat area for additional projectiles, which may appear.

Dangers (Second Wave): Enforcer x1

An Enforcer appears from the west side of the rooftops. Now is the time to unleash your IEDs and any saved grenades and dive behind cover to coax the foe over a transformer vault. It takes two or three direct explosions or dozens of rounds of ammunition to fell this foe. When the Enforcer is wounded (but not dead), Iraq appears.

Dangers (Third Wave): Iraq

Treat Iraq as an Enforcer but with less armor; pepper him with shotgun blasts from cover, backing this up with grenades, IEDs, and transformer vault explosions until the Viceroys leader finally falls. You automatically leave the building, appearing in the yard where you started this carnage. Spend a few minutes gathering any crafting items you wish and the mission concludes.

MISSION REWARDS

Gained XP +2,000

Act III Complete: Family Man Achievement Awarded

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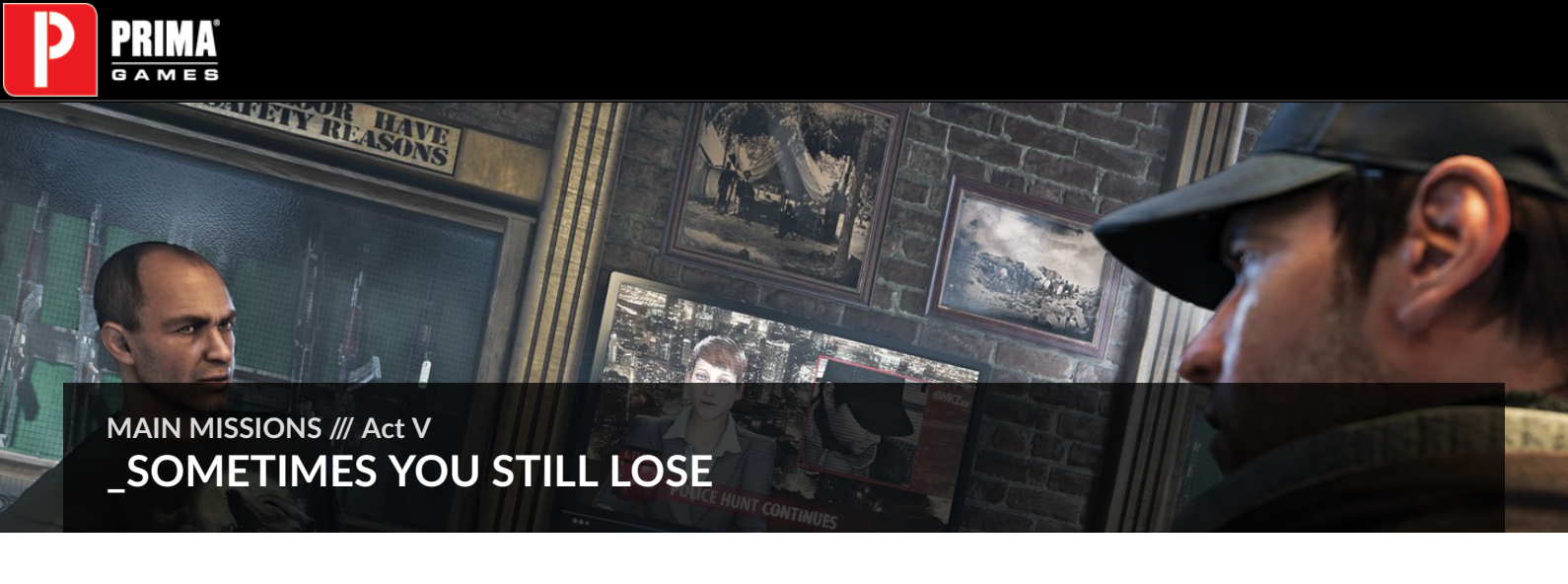

MAIN MISSIONS /// Act V

_SOMETIMES YOU STILL LOSE

MAJOR SPOILER

LocationS / CHICAGO // OBJECTIVE LOCATIONS

Location / Mad Mile // Bower Tower

Location / Mad Mile // Navy Pier Building (ctOS Control Center)

Location / Mad Mile // Parking Lot and Storage (West)

Location / The Loop // ctOS Control Center

Location / The Loop // Windy City Lighthouse

Reach the Bunker
Locate Damien

1.1 WHEN THE LIGHTS GO OUT...

Location / The Loop // The Bunker

Investigation

Driving Investigation

Difficulty:

It's with a deep sense of melancholy that you head back (or Fast-Travel) to the Bunker in the central part of Chicago. Activate the container, step inside, and reach the old ctOS base of operations. After you reach the computer terminal in the middle of the chamber, T-Bone walks over to gather some of your stock. You talk about Clara, dangerous code, and "Bell-something." T-Bone advises you to burn the code and says good-bye. Your last act at the Bunker is to upload the masses of incriminating files and stroll out of there for good.

After your revelations hit the Internet, a media firestorm erupts. Sure enough, Damien phones you up, furious that you've given away everything he's worked for! While you're talking, access a vehicle and exit the Bunker area via the swing bridge, heading north into the Loop. Damien finishes his threats with an astonishing claim: He's in the system; ctOS is under his complete control!

Gain entry into the central ctOS building

1.2 ... BAD THINGS TEND TO HAPPEN

Location / Mad Mile // Bower Tower

Investigation

Driving Investigation

Difficulty:

Though your objective waypoint hasn't been pinpointed yet, set a GPS marker and follow the route north through the Loop, toward the Bower Tower; this is located above the coffee shop and adjacent to the Crowley Building, where you helped T-Bone escape from during Act IV // The Rat's Lair. This allows you to reach there immediately, without waiting for instructions.

Watch out: Damien is showing his prowess over the ctOS system. Expect every steam pipe and other hackable objects to come alive at Damien's touch. Watch out for the red diamond icon that signifies Damien's control, and avoid interaction wherever possible. If you're taking the main roads to the tower, you'll be dealing with traffic lights, bridges, and steam pipes.

Tip

It's worth utilizing a bike for much of this mission, for a variety of reasons:

- You can ride directly to each hack point without leaving your vehicle.
- You have the excellent handling and swerving capabilities to dodge dangers, such as blockers or steam pipes.
- The bike is quick and easily able to weave around foes and hide in dark alleys.
- Of course, ramming using a bike isn't wise, so remove that from your offensive capabilities!

Overview

Completion Point: Interior of Bower Tower, on the river's north side, in Mad Mile.

Dangers: Damien's ctOS system control, but no actual enemies.

Insertion and Extrication Points

The following locations allow access into the Bower Tower. Figure out your favored route now, as you return here later into the mission under more pressing circumstances.

Main Surface Entrance (Northwest)

Accessibility Level:

Exiting: Head through the windows (shoot them out or ram through with a bike or a small car) to easily reach the main arteries of the city. However, police presence and Damien's hacking attempts are a little more intrusive than some of the other access points.

Entering: Similarly, use the steps close to the hotspot check-in and entrance, ideally bringing a bike up and through the foyer to reach the hacking spot. Don't dawdle in this part of the foyer; follow the U-shape around to the hacking router on the wall's other side.

Traffic Tunnel (West)

Accessibility Level:

Exiting: This can be helpful if you're biking and use the pedestrian stairs down here; then you can weave through the traffic tunnels to reach your first upload destination. But study the map so you know how to reach this area: through the main doors, across the road to the metal pedestrian stairs, and down. Obviously, cars can't access this area.

Entering: A great spot if you drive into the traffic tunnels to lose the cops during your uploading objectives. Exit here, go up the pedestrian steps (using a bike or exit the vehicle and run), cross the road, and open any of the entrance doors or drive through the windows.

Traffic Tunnel (Coffee Shop: East)

Accessibility Level:

Exiting: A good spot to reach, as you are already familiar with the area after helping T-Bone escape the immediate vicinity. You need to use the road to reach the main part of the foyer, or scramble through the concrete planters. But this is a good access point for both bikes and cars.

Entering: You may simply want to use the roads, but consider this traffic tunnel entrance, as it offers extra protection (especially from police helicopters) and there's a tunnel to the east, halfway to the navy pier, where the first hacking can take place. Remember you have to descend a floor to reach this tunnel area!

South River

Accessibility Level:

Exiting: This pair of doors to the side of the hacking spot leads out to a dock area; perfect for fleeing and finding a boat during the objectives to come. It won't be the location you should use if you're driving here, though.

Entering: You have long narrow planters and a set of doors right next to the hacking spot, but reaching here by vehicle (other than a bike) is tricky. It's great if you're heading here from the river, though.

Southwest Steps

Accessibility Level:

Exiting: This isn't a great spot, as you're close to the river and the Loop and your objective locations are usually more easily reached from a different point.

Entering: If you're biking, this is a good place to drive up, through the windows, and head straight down to the access point. Approach from the bridge too; this is a direct path to try after uploading the virus from ctOS control center in the Loop (assuming that was your last upload point).

Access the building security router at this point, on the river side of the large, U-shaped foyer. As you work your way through the hotspot, you're pushed out as your intrusion has been detected! This isn't good.

Solution: Hotspot 1 // INTRUSION DETECTED!

Tip

Study this nodal diagram carefully, and see if you can actually hack this hotspot successfully. Is it possible? Is there a reward for actually solving this seemingly impossible hack? Could this be the **ultimate** hacking test? Is there a small reward? Quick reactions and avoiding the intrusion-triggering nodes until the last minute are the only way to find out!

T-Bone calls in to let you know Damien has blocked you out; he needs to be disconnected, and fast. T-Bone explains he's installed a backdoor virus to shut Damien down, but it needs to be shut down from three separate locations. Call him back when all the viruses have been uploaded.

Note

The following three locations, explained in points 1.4, 1.5, and 1.6, can be approached in any order. However, it's usually easier to trek to each location in the order they are presented here.

Upload T-Bone's viruses to ctOS
(Optional) Lose any pursuers before hacking into ctOS

1.3 VIRAL PLANNING: ADMINISTERING THE UPLOAD

Location / Mad Mile // Bower Tower

Location / Mad Mile // Navy Pier Building (ctOS Control Center)

Location / Mad Mile // Parking Lot and Storage (West)

Location / The Loop // ctOS Control Center

Infiltration

Driving Infiltration

Data Hack

Vehicle Chase

Foot Chase

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Overview

Completion Point: Each upload point (after the virus is uploaded), at the three ctOS-related locations.

Dangers: Police (Heat Level 3, and rises to 5, depending on your actions), scenic disturbances, glitches.

General Progression Plans

This section presents the general set of threats you must expect as you head to each of the three locations to upload T-Bone's virus. There are only a few methods of dealing with Damien's abuse of power, and they are detailed here:

GENERAL PREPLANNING

Quick-Thinking: Weaponry is secondary through your race around the city; choose a vehicle, know when and where to change it, and focus on reaching each destination as quickly as possible.

Stick to the Plan: You have to upload the virus at three locations. You don't have to face down the cops, get mired in problematic combat, or otherwise delay the completion of this objective.

Hack to the Future: You've made enough Blackouts and Jam Coms to help you out of any police pursuit problems, haven't you? Make sure you've selected either of these, and use them to throw off the cops.

Patience: After the general tactics, there are insertion points for each of the three locations. Learn them well, including the best place to hide while the virus uploads.

Glitches: The three locations you need to travel to appear on your world map (and are listed here in this guide). When the glitches start appearing, you should already have memorized each location so you aren't visiting a glitch instead. If you didn't memorize, watch for the screen turning blue; the real locations are shown for a brief moment then, or if you quickly switch to your World Map just afterwards. Add a GPS marker on the world map for each of these when they appear so you don't have to remember the location afterward.

On Your Bike: It goes without saying that a bike can be more helpful than a vehicle, as it's more maneuverable and you can more easily hide, as well as take the bike right up to the ctOS hacking point.

Passive: Getting a Head Start

Difficulty:

As soon as you're stopped at the security router hotspot in Bower Tower, plot a course for the first ctOS virus upload location (even though it hasn't appeared as a waypoint yet), and head there quickly. Damien doesn't start abusing the ctOS power until after your T-Bone chat; if you're fast, you can almost reach the first location without the police being alerted to your presence. This is extremely handy!

Driving // Defensive: An Incredibly Fast Dart

Difficulty:

Before you start hacking at Bower Tower, have your preferred vehicle picked out and waiting for you just outside (ideally, it should be an undamaged bike that you're sitting on, in the foyer). Searching around for a fast car while Damien is in total control of ctOS and the police is an embarrassment to your skill level! If you can't find or don't want to use a bike, then pick a small or agile car. Big trucks are fine for shrugging off police sideswipes, but they aren't great at avoiding Damien's explosive steam pipes or blockers.

Driving // Defensive: Damien's Hacking Chart

Difficulty:

The first of the main threats are Damien's complete control over the technology of Chicago. This means he almost always explodes steam pipes, raises blockers and bollards, fiddles with traffic lights, and raises bridges. While the latter isn't too much of a problem, the others can severely impede your progress, especially if the police are on your tail in great numbers. Make sure you:

Look ahead while driving to pinpoint an incoming danger, and drive around it.

Use the sidewalk, cut corners, and actually slow down to a controllable speed. The danger isn't usually the problem—it's you jamming on the brakes and losing control a split second afterward.

Again, bikes and agile cars are better to quickly dodge these problem areas while staying on the path to each location.

Glitches appearing on your minimap are of little consequence; simply ensure you plot a GPS route and study this guide first to make sure you're heading in the correct direction as swiftly as possible.

Driving // Defensive: Boating Is Pretty Smart

Difficulty:

Two of the three locations are extremely accessible by boat. So you may wish to head directly from the Bower Tower to the river and journey to the east, then the west river entrances; the police presence and Damien's interventions are much less pronounced, and you can save your ordnance for the last run.

If you wish to complete this objective by boat, journey (by bike or car) to the third location (ctOS Control Center in the Loop) first, hack it, return to the river having ditched your vehicle, and use a boat for the remaining locations.

Driving // Smart: Hacking Is an Integral Part

Difficulty:

Your Jam Coms or Blackout crafting items, which you should have a full complement of, are extremely handy during this madness: You may be tempted to use it at the first sign of the police homing in on your position, but wait and trigger it at the last second, before the alert is triggered. As this occurs so many times, it may be wise to wait to use this until you've been pursued by the police already, lost them, and then been spotted once more, when you're heading to your second or third location.

When you arrive at a location to hack, you usually have access to some protective measures, whether this is a blocker, a spike strip and barrier, or a gate. Use them! This is usually the best time to employ such countermeasures, as it adds an extra layer of protection to your hacking area.

When you're careening around the city, you also have the ability to raise barriers and spikes; this is a great way to prevent a police chase from getting out of hand. All other methods of avoiding the police are available, but don't get too bogged down in skulking through alleys, as Damien soon calls in reinforcements. The best policy is to flee, directly to the next hackable location.

Driving // Offensive: Attempting to Depart

Difficulty:

Keeping the police at bay during your journey to each location is tricky due to the chaos, especially as Damien is using the city's technologies against you. Here are the main plans for dealing with this insanity:

During police chasing, it's usually better to ignore the cops as much as possible. Of course, swerving down streets to avoid the helicopter sniper, using the L-train as protection when racing under it, and the usual methods you've employed are all fine, but don't let these overwhelm your objective.

Aggressive // Violence: Tearing Adversaries Apart

Difficulty:

Your grenades, IEDs, and general weapon stash you're carrying is usually only necessary to employ when no other option is available. If you've blocked the police at each location, take up a hiding place as the virus uploads, and refrain from engagement (you ideally should have arrived and hidden before the police arrive in force). If you must, punt a grenade or two at the vehicles to impede the police's progress, and wait until no other options are available to you. Prep the area with IEDs, too, if you aren't worried about your Reputation.

1.4 (LOCATION 1 of 3): NAVY PIER UPLOAD

Location / Mad Mile // Navy Pier Building (ctOS Control Center)

Insertion and Extrication Points

This was the Mad Mile ctOS Control Center, and you should have previous knowledge of this area. Study the following areas of interest.

Navy Pier Perimeter Actions

Accessibility Level:

By land: The U-shaped pedestrian path has bollards to help postpone the police presence.

By sea: If you're using a boat, the south docks offer slightly easier mooring options, but both are a quick sprint across the pedestrian walkway to a gate or door.

North Side (Gate and Door Switch)

Accessibility Level:

Obviously, use these gates to gain access, ideally while riding a bike, and close them behind you to prevent the police swarming the area. The door switch on the northeast side offers quick pedestrian entrance if you're heading in from the docks or a different vehicle. If you lead the police here, you have better views to thwart them with projectiles, explosive ambushing, or ranged weapons.

South Side (Main and Side Gates, and Lift)

Accessibility Level:

The gate offers very similar plans to the north one. Ride a bike or enter through here and quickly reach your upload position. The side gate is around the brick wall on the southeast corner. Neither offer quite as helpful lines of sight when enemies arrive, but using either entrance is fine under most circumstances. The scissor lift (southwest) takes time to activate, but it's another option.

Hiding Spots

Quickly enter and begin the upload at this point. Then you can try one or more of the following:

Drive or walk to the limit of the upload radius, and prep for an escape; head in the opposite direction to where you entered and where the police are congregating.

Use the shutters and hide inside the glass-walled office on either side of the upload point.

Patrol or hide behind the large number of planters and stepped areas in this vicinity, checking the exits for the lowest number of obstacles.

Use regulators and other hackable objects to thwart any foes.

Climb the planter to get onto the low roof and solar panel area to the southwest, near the scissor lift.

1.5 (LOCATION 2 of 3): PARKING LOT UPLOAD

Location / Mad Mile // Parking Lot and Storage (West)

Insertion and Extrication Points

This area isn't likely to have been the focus of any previous investigation. It is at the river mouth in Mad Mile's southwest corner. Study the following areas of interest.

Parking Lot Perimeter Actions

Accessibility Level:

Surrounded to the west and south by water, expect the majority of the police threats to come from the main entrance to the east, with possible intrusions from the north, around the back of the structure by the water's edge. Be sure to drop the barrier as you enter, raising the spike trap here and in the alley to the north (after the upload starts). If you use the road, don't forget to remove the spikes before you leave, as driving over them isn't wise!

River Side (West and South)

Accessibility Level:

You don't have to worry about the police arriving as quickly if you take a boat to this location; stop at the boulders by the giant concrete post and use the ladder, or head around to the west and step onto the docks. The low concrete column wall can be tricky to navigate, and while the docks take longer to reach, they are the safer option.

Road Side (East and North)

Accessibility Level:

An access road leads to the parking lot, which is open. The police usually congregate by the spiked barrier here, by the three tall conifer trees. A block to the north is the other entrance and exit, a narrow alley leading to a dock area and a walkway around to the parking lot. Often overlooked, this is helpful to reach, as the police have to exit their vehicles to follow you.

Hiding Spots

Quickly enter and begin the upload at this point. Then you can try one or more of the following:

Hide behind the parked cars and return fire to the police.

Drive your bike around the corner to the pedestrian walkway overlooking the docks to the west, ready to escape.

Head down (using a bike or on foot) to the lower veranda with the pergola, and hide by the foot of the steps; this offers a good escape option.

Hide behind the construction adjacent to the barrier, near the boulders in the river's southeast area.

Flee via the north or east roads, or even take a dangerous dash south, accelerating through the mesh fence, up the ramp, and over the river! If you come up short, ditch the vehicle and swim to a boat.

1.6 (LOCATION 3 of 3): LOOP CONTROL CENTER UPLOAD

Location / The Loop // ctOS Control Center

Insertion and Extrication Points

This was the ctOS control center for the Loop, and you should have previous knowledge of this area. Study the following areas of interest.

ctOS Control Center Perimeter Actions

Accessibility Level:

Your first ctOS infiltration point is still under construction and has three possible entrances. There is also an exit through the windows along the south wall, once the upload has occurred. There are enough places to hide within the yard and interior to help forgo any fierce firefighting.

Western Entrance Gate and Door

Accessibility Level:

Hack the gate, or use the mesh door to the left (around the corner) or the right to access the interior of this construction site. This is the preferred entrance point, as it's easy to reach from the street and allows quick access into the building and the upload point.

North Bridge Entrance

Accessibility Level:

Although you may miss the entrance from the street, this ramped area allows the quickest access to the bridge. The upload point is on the opposite side, just inside the building under construction. You can also fan out to ground-level access points more easily from here, depending on where the police are heading in from.

Eastern Entrance Gate

Accessibility Level:

If you're using the L-train to hinder the police helicopter and help maintain your freedom, scoot in here (this is the easiest route to take without relying on your GPS). Though you'll need to climb to reach the bridge, or cross under the bridge to reach the steps to the building interior, there's some excellent cover potential.

Hiding Spots

Quickly enter and begin the upload at this point. Then you can try one or more of the following:

If you're entering by either gate, close them behind you to waylay the police.

Drive up to this point on your bike, then position yourself toward the south windows or toward one of the yard gates, ready to escape (either on foot or riding).

There are many concrete pillars and pieces of construction equipment to hide behind, ideally inside the building to minimize police interference during the upload.

You can be on the ground floor, hiding behind pallets or inside open containers, waiting for the opportunity to bolt.

1.7 NO LIGHTS, BIG CITY

Location / Mad Mile // Bower Tower

Location / The Loop // Windy City Lighthouse

Shut down ctOS
Use a boat to reach Damien at the lighthouse
(Optional) Lose any pursuers before hacking into ctOS

Infiltration

Driving Infiltration

Data Hack

Difficulty:

Caution

You can only return to the Bower Tower at this point once you escape the police, and remove the felony you're under.

Once the police threat is over, the tide seems at last to be turning. Drive (or pilot your boat) back to the Bower Tower foyer. Now Damien no longer has control over the ctOS infrastructure, escape the police as normal (completing your optional objective), and access the same security router that you did earlier in this mission. After talking with DedSec, you're presented with two hotspots to hack, the latter of which is particularly straightforward and offers the ultimate view of ctOS's data flow tendrils!

Solution: Hotspot 1

Solution: Hotspot 2

Caution

At this point, city interaction is temporarily offline, so access to cameras, bridges, blockers, and other remote activities is unavailable.

Note

After hacking the satellite, you receive any missed Audio Log files that are otherwise unavailable after you finish the Main Missions. But all other Audio Logs are still available.

Yep, that did it! A swift and rolling blackout consumes the city, plunging you into darkness. Damien's final position has been found: on the Windy City lighthouse due east of here. You need to reach this lighthouse by boat, leaving you three probable locations to find transportation:

Head out of the foyer to the southeast docks, and jump into a waiting boat.

Drive east, to the jetty by the ctOS Mad Mile control center, and find a moored boat in the harbor.

Drive south and west, to the city marina, and locate any moored boat close to the jetties.

The lighthouse looms out of the rainy darkness. Maneuver your boat around to the small jetty, where the hotspot check-in is located, and leap out.

Head into the mesh-fenced area at the foot of the lighthouse, and locate the construction lift. Climb onto it and ascend to the lower tower balcony. Simply head left, and push open the door at the base of the tower, completing your objective.

Tip

Before entering the lighthouse tower, you may wish to claim the missing persons in the small hut to the north and the hotspot on the small jetty.

1.8 YOU PLAY A BEAUTIFUL GAME

Location / The Loop // Windy City Lighthouse

Find Damien

Infiltration

Lethal Force Likely

Difficulty:

Climb up the steps inside the lighthouse tower as Damien moans about how his livelihood was taken from him. Take the ladder to the widow's walk, and move around the top balcony to another ladder. Ascend this to the precarious lens platform.

An argument. Home truths and accusations fly. Then an interruption from a Fixer, who halts your threats with a gun to your head. Your own armament is laid down, and your phone is brought out. The Fixer wants that too. At this point, you must act swiftly.

Action: Cracking the Lens Wall

Hack the lens of the lighthouse so the glass explodes, sending shards flying and knocking both foes over.

Ignore the hacking opportunity, face the Fixer, and receive a lethal shot, leaving you bleeding on the balcony.

Action: A Chaotic Fixer Brawl

Assuming you hacked the lens of the lighthouse, react quickly:

Press your Melee takedown button to launch forward at the Fixer, execute a swift right cross before he can shoot you, and flip over the balcony.

Ignore your Attack button, and the Fixer has time to adjust his aim, and you receive a lethal shot, leaving you bleeding on the balcony.

Action: A Final Fate to Befall

Assuming you flipped the Fixer over the balcony, react quickly:

With the Fixer's gun in your hands, shoot Damien in the head, ending his reign of terror. Vengeance is served.

With the Fixer's gun in your hands, you hesitate, giving Damien time to shoot you, ending your reign of vengeance.

MISSION REWARDS

Gained XP +3,000

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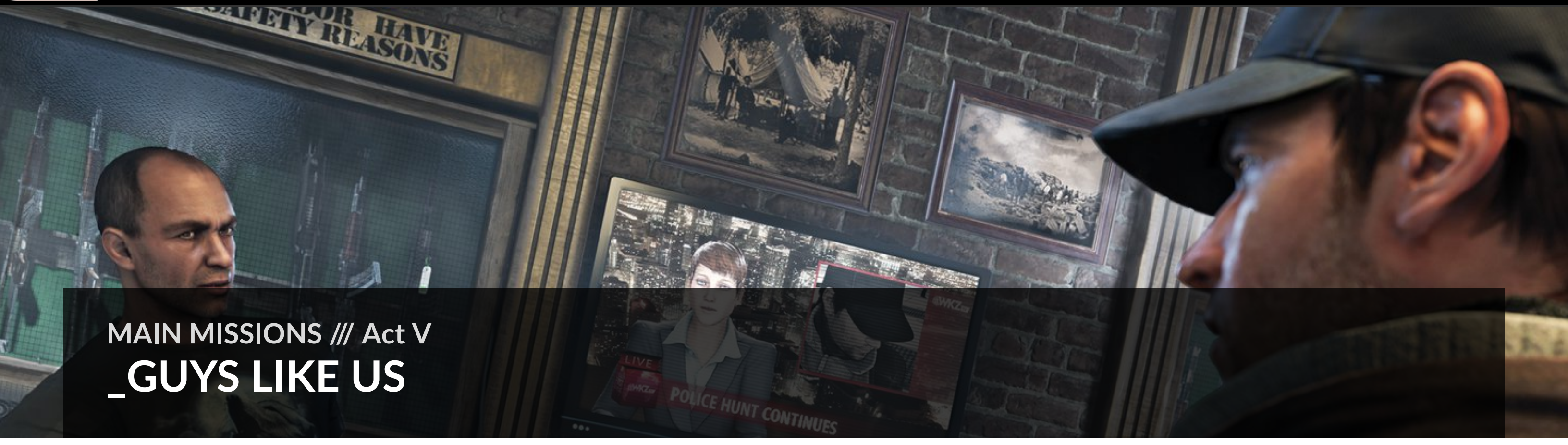

MAIN MISSIONS /// Act V

_GUYS LIKE US

OBJECTIVES

Walk away or shoot Maurice

MAJOR SPOILER

Walk away or shoot Maurice

2.1 SOME THINGS YOU CAN WALK AWAY FROM

Location / Mad Mile // St. Valentine's Day Massacre Lookout

Infiltration

Lethal Force Likely

Difficulty:

Note

This mission commences after the multiple media broadcasts, and the end credits roll. Depending on your Reputation, the news reports are slightly different.

You arrive at Jordi's lockup in the northwest corner of Mad Mile, entering the garage where you find the slumped form of Maurice Vega. At this point, you have two options, which you can attempt at any time during your conversation with a downtrodden Maurice:

Passive: Viva Lost Vega

Difficulty:

The longer you listen to Maurice's rambling about how the guys he runs with are going to torture him, the more you may think that a quick death is an easy way out for him. Ignore those taunts and bravado; let the man live and deal with the consequences and pain, both physically and mentally. Leave the way you came.

Aggressive // Violence: Murdering Maurice

Difficulty:

The longer you listen to Maurice's bleating about how the guys he runs with are going to torture him, the more you may think that you owe it to yourself, your family, and your niece to decide how Maurice meets his maker. Let the fury build up inside; you can't let this man live, possibly escape, and perhaps go after you again. Shoot him once in the head.

Note

After you choose either of those options, this mission and the Campaign Acts conclude. Congratulations! You are now free to pursue all the remaining parts of the Progression Tree, in order to unlock 100 percent of this game.

MISSION REWARDS

NONE

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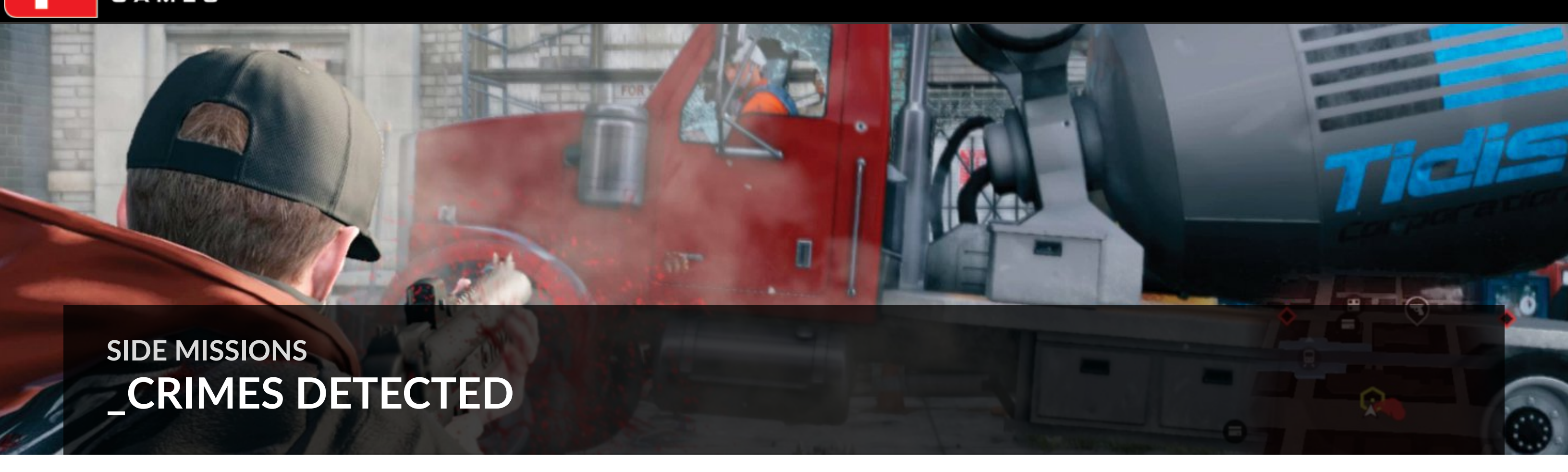

SIDE MISSIONS

_CRIMES DETECTED

OVERVIEW // CRIME DETECTION

Location / Chicago // All Districts

Suggested Action: Watch for criminal behavior
Suggested Action: Tail the potential criminal
Suggested Action: Intervene
Suggested Action: Stop the criminal

Investigation

Foot Chase

Vehicle Chase

Melee Force Likely

Periodically, your smartphone registers the possibility of a crime occurring. This can occur in one of two ways:

You are profiling citizens of Chicago and have targeted an individual with a blue diamond who is having a conversation (either vocally or via text) that may lead to a criminal activity. The ctOS Crime Detection System alerts your phone.

The ctOS Crime Detection System alerts your phone automatically.

This possible future infraction appears as a potential crime location, and the waypoint appears on your minimap.

SOMEWHERE, THERE IS A CRIME HAPPENING

The Crime Detection System warning stays on your screen for a few seconds. During this time, you have the following options:

Ignore it. The crime appears on your main map as a "blue zone" before timing out and disappearing.

Select a waypoint and your GPS plots a route to it. Get there with reasonable haste, or the crime may already have occurred.

Select the map, locate the "blue zone," and get there without the aid of a GPS.

Tip

You can also occasionally spot a passerby with a green coloration to his information bar. He may not be up to anything nefarious at the moment, but if you follow him (without alarming him), he may lead you to a crime he perpetrates without the ctOS system warning you about it.

COME QUIETLY OR THERE WILL BE...TROUBLE

Once you have a Crime Detection warning and if you wish to pursue it, locate the blue zone on your map—this is an area where the suspicious activity will take place. Arrive cautiously, without any weaponry visible. Then bring out your smartphone and begin to profile all citizens within the area. A "suggestion" also prompts you into this course of action:

Suggested Action: Watch for criminal behavior
Suggested Action: Tail the potential criminal

You are looking for two types of people:

A shifty-looking criminal suspect with a "Crime Probability" percentage on his information bar.

A nervous-looking citizen with a "Potential Victim" percentage on his or her information bar.

Tip

Both these citizens have a cursor over their heads, so picking them out of a crowd (or from behind a building) is straightforward. Sometimes, a criminal may be committing a crime against property (such as setting fire to a gas station). In these cases, there is no victim; simply stay out of the criminal's sight until you're told to intervene.

Stay at range; if the suspect is alerted to your presence (in the usual manner) and you don't back off, he thinks twice of committing a crime, which technically stops the event from happening—but without you intervening and gaining Reputation or experience points! With this in mind, remember you can:

Walk the area, profiling citizens with your smartphone.

Drive the area (if possible), profiling citizens with your smartphone.

Hack any security cameras, profiling citizens remotely. It's usually a good idea to be somewhat close to the victim if you're watching remotely, as it takes longer to intervene.

Stay extremely close to the victim. If the likely location of a crime happening is an alley, simply hide behind scenery or around a corner as close to the infraction as possible, so you can remove the threat quickly, without gunfire and minimal chasing.

Suggested Action: Intervene
Suggested Action: Stop the criminal

Tip

A criminal and victim can meet on the sidewalk of a street, down an alley, or inside a store. This can occur in any district too.

Now you wait for the criminal and victim to meet and for the percentage rating of a possible crime to increase. As soon as the following occurs, you should intervene:

The percentage rating on the information bar of either person shifts to 51% or higher.

The percentage rating on the information bar turns red.

The alert icon above the criminal turns to a green exclamation mark.

Caution

Patience! Wait for an alert from ctOS before intervening.

At this point, you have a few options when intervening:

Rush the criminal and victim, which stops the crime in progress and causes the criminal to flee.

Rush the criminal and victim, shooting the criminal in the head (he dies if you're accurate).

Rush the criminal and victim, shooting the criminal and causing him to flee.

Rush the criminal and victim, shooting both parties, which ends the criminal activity without benefits.

Leave the crime to occur, which still allows you to chase the subject, usually after the victim is dead, considerably lessening any benefits you receive.

Assuming the criminal isn't dead yet and has started to sprint away, you can:

Chase the criminal, catching him up so that you can leap onto him with a melee strike and neutralize him.

Chase the criminal, shooting him in the head or repeatedly in the body until he falls over dead.

Chase the criminal, utilizing (via hacking or shooting) any infrastructure, such as junction boxes or transformers that can explode, wounding or killing the target.

Chase the criminal until he locates a vehicle and speeds off in it. In order not to fail this mission, you need to acquire your own vehicle and give chase. Stop the chase using one of the many tried-and-true tactics detailed in this guide.

Chase the criminal until he calls up reinforcements, usually between two and six vehicles, each with two or three occupants inside (Gunmen and Veterans). Keep an eye on the target as a priority, but also turn your attention to any reinforcements preventing you from completing this contract. Plans for dealing with reinforcements can be found elsewhere in the guide.

Chase the criminal in a vehicle (usually a car or bike) and run him over, neutralizing him.

Once you neutralize the criminal, this activity is over, and you receive bonuses to your experience and Reputation. The best bonuses you receive is when the following happens:

The victim is unharmed (you don't get this bonus if they were beaten or killed).

The criminal was neutralized (you don't get as big of a bonus if the criminal was killed).

Tip

Simply close in on a criminal and victim as soon as you "see red"; give chase and end it with a melee strike for the best reward every time.

Tip

Reputation is an important factor to consider. Consult the Training section for more information on how to increase and decrease this attribute. You may find it advantageous to complete these missions if you have a poor Reputation, so the general public doesn't spot you and alert the authorities quite as often. This is a "balancing" mission; certain other missions (such as Fixer Contracts) may result in you running over the public (collateral damage) and lessening your Reputation. However, if done correctly, this raises your Reputation and balances your karma!

MISSION REWARDS (Investigation)

Reputation Gain
Gained XP (UP TO): +500

MISSION REWARDS (Unlocks)

Catch 1 criminal through the crime detection system: Quick Switch (Skill Unlocked)
Catch 10 criminals through the crime detection system: Chrome (Weapon)
Catch 20 criminals through the crime detection system: Read-only (Achievement)

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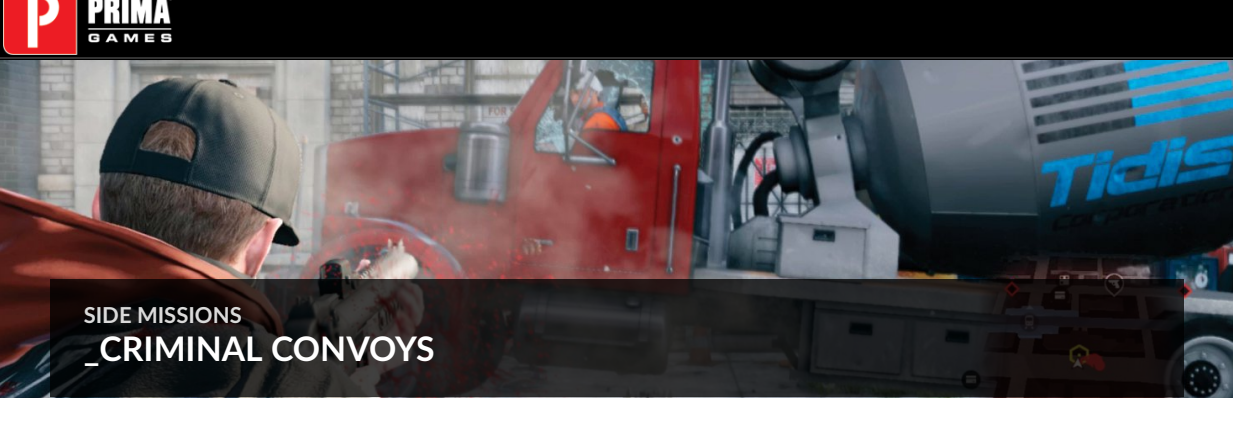

SIDE MISSIONS

_CRIMINAL CONVOYS

Video is restricted

YOU CAN RUN, BUT...

As with several missions in the main story, the goal of a Criminal Convoy mission is to reach an underworld VIP who's being moved from one place to another in a vehicle. This gives the mission a built-in time limit, as the target becomes untouchable once he reaches his destination.

In most Convoy missions, your goal is to reach and eliminate the target enemy by any means necessary, using every tool you have in your arsenal: bombs, hacking the ctOS, guns, you name it. Once your target's been dealt with, you can finish the mission by either eliminating his bodyguards or escaping from them into the city.

A handful require you to simply land an unarmed takedown on your target with your baton. Killing the target in those instances will cause mission failure.

TOTAL / 18 MISSIONS

To complete the Criminal Convoys section of the Progression Tree, you must successfully eliminate all 21 VIPs in the 18 convoys.

Convoys are discovered via Aiden's profiling software in the same way as Fixer Contracts or random street crimes, or through information found by hacking random bystanders' phones. They are not connected to any of the missions in the main campaign.

Tip

Make sure you play Online contracts and increase your Notoriety Points, so you can access the Notoriety Skill called Contract Bonus; your cash rewards increase by 25 percent!

MISSION REWARDS (PER MISSION)

$2,500, $5,000, OR $10,000 ACQUIRED
250, 500, OR 1,000 XP

MISSION REWARDS (UNLOCK)

Complete 1 Criminal Convoy MISSION: Critical Focus (Skill)
Complete 10 Criminal Convoy MISSIONs: Destroyer (Weapon)
Complete All Criminal Convoy MISSIONs: Road Rage (Achievement)

OBJECTIVES

PREPARATION

When you begin a Criminal Convoy mission, you have a short period in which to get to your target's route and set up an ambush. Starting a Convoy mission does not affect the larger world, so any vehicles you drove to the starting point will still be there after the mission's introduction.

The target has at least two cars' worth of bodyguards, who will call for reinforcements from their faction as soon as they see you, so it's important to get as much impact as possible out of your first strike, and to do so from concealment. If backup does arrive, it typically takes the form of at least two sedans, each containing two standard-issue gunmen, but more will show up if you get into a car chase with them.

With that in mind, your approach to pulling off the attack will depend on your particular tactical preferences and current capabilities. You will definitely want to have acquired the skills that allow you to hack most of the city's infrastructure, as many routes have various obstacles that you can hack into, such as traffic lights, steam pipes, road blockers, and bridges.

A lot of the strategies listed mention the use of steam pipes, and for good reason. Steam pipes are common throughout the Chicagoland metropolitan area, and they do an enormous amount of damage to any vehicle that's on top of them when they go off. If there's a steam pipe along a convoy's route, it's the single easiest way to halt that convoy, as well as any other traffic in the area.

A direct hit on a vehicle with a steam pipe is almost guaranteed to kill its passengers, which limits steam pipes' utility on missions where you must leave your target alive. In those cases, you're better off using steam pipes against your target's bodyguards, as that will usually stop the convoy long enough for you to attack. If you get really good at timing the explosion, an indirect hit from a steam pipe often totals a car without killing its occupants.

Most of your targets will be driving very cautiously until they realize they're in danger, so you can halt them by causing accidents at nearby intersections or parking vehicles across the road in front of them. Convoys will typically try to navigate past an obstacle on their own after a few seconds, but that can be more than enough time to set off a bomb or line up a shot with a sniper rifle.

You can also stop a vehicle by blowing out its tires, killing its driver, or shooting out its engine block. The Shotgun Expert ability in your Skills Tree lets you shred most cars with a burst from an SGR-12 or ATSG-12.

IEDs are useful ways to destroy even a heavy vehicle if you time the explosion right, but you need to know how to use them. Since most drivers in the game will give other cars a space cushion, you need to plant your bombs at least one car's length away from any other vehicles that you might be using as a blockade. Proximity IEDs, on the other hand, are usually next to worthless, as most convoys are in heavily trafficked areas and a pedestrian is likely to detonate the IED before your target does.

Grenade launchers are great last-ditch weapons that sacrifice subtlety for enough raw firepower to disable most vehicles in one or two hits, or to take out a target in an armored car by firing through the windshield. That said, using high explosives in crowded intersections is a good way to rack up a lot of civilian kills, so watch your reputation.

If your target survives your initial attack, he often makes a run for it, either in a car if his driver's alive or on foot if he isn't. This means you don't have to worry about his reaching the end of his route any longer, but it does turn your ambush into a chase scene, complete with mission failure if you allow your target to escape.

On the off chance this happens, make sure you've stashed a car somewhere near your ambush zone. Some Criminal Convoy missions take you out into the middle of nowhere, so you can't count on there being any local vehicles at all, let alone anything that would be useful when you're trying to run another car off the road. The Offensive Driver skill, obtained by completing five Fixer contracts, is excellent here.

APPETITE FOR DESTRUCTION

Successfully completing 10 Criminal Convoy missions earns you the Destroyer sniper rifle, an anti-materiel monster that can blow out a car's engine block in a single hit. (It isn't anywhere near as effective against Enforcers, though, which is... unnerving.) This instantly changes your tactics for the remaining Convoy missions, as you now have the ability to immobilize or destroy any vehicle in the game on a whim. The following tactics assume that you are attempting the Convoy mission in question without access to the Destroyer, but it can trivialize certain missions, particularly "The Beast" and "Juggernaut."

This also means that if a particular mission is giving you problems, you can put it on the back burner for a while and come back when you have the Destroyer. It's a problem-solver.

PAWNEE // CONVOYS

_SMALL TOWN JUSTICE

LOCATION / PAWNEE // BACKROADS

ENEMY / MILITIA CONVOY, FOUR VEHICLES (ENFORCER X2, ELITE X3, VETERAN), PLUS REINFORCEMENTS

TARGET: VETERAN x2

NUMBER OF TARGETS: 2

DIFFICULTY:

You must beat both your targets to sleep with your baton to successfully complete this mission.

Your main problem is dealing with the targets' bodyguards without accidentally killing your targets in the ensuing crossfire. This is because the lead car in the convoy is driven by two Enforcers, and if they're allowed to join the party, you will have a difficult time staying alive, let alone taking down two separate unarmored targets. The good news, such as it is, is that convoys with Enforcers in them do not tend to flee if your ambush fails; instead the occupants will get out of their cars and attack you.

AMBUSH POINT 01 // RAILROAD CROSSING

ACCESSIBILITY LEVEL:

The only object along your targets' route that you can use against them is a set of blockers, positioned in front of old railroad tracks. Given where you begin this mission, it can be difficult to reach the tracks before the convoy does, but it's feasible if you have a motorcycle or performance car with you.

Once the blockers are up, the convoy usually reacts by trying to make a three-point turn, which is difficult and time-consuming on a road as narrow as this one. This gives you a broad window in which to blow up the Enforcers' car with an IED, which takes them out of the fight and makes the rest of this mission a comparative cakewalk.

AMBUSH POINT 02 // MILITIA CAMP

ACCESSIBILITY LEVEL:

The primary goal in any convoy that involves Enforcer bodyguards is to disable the Enforcers. If you drive ahead of the convoy, you'll find their route takes them right past a militia camp in northern Pawnee (see "Let's Play Make a Deal).

That camp has cameras mounted on its walls and a cement mixer parked out front. You can block off the convoy's route with the cement mixer, plant a few IEDs, and use the militia's camera network to detonate the bombs from within near-perfect concealment. Once the Enforcers have been neutralized, the rest of the convoy will disembark and come into the camp to try to figure out what just happened. This allows you to use the distractions and cover inside the camp to stalk and subdue your targets, then disappear without raising an alarm at all.

PARKER SQUARE // CONVOYS

_PARKER PURSUIT

LOCATION / PARKER SQUARE

ENEMY / CLUB CONVOY, THREE VEHICLES (VETERAN X5), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

This is one of the easier Criminal Convoys and makes a great introduction to these missions. However, you spend most of it in areas with a very high number of pedestrians, who will call the cops on the slightest provocation.

AMBUSH POINT 01 // PARKING LOT

ACCESSIBILITY LEVEL:

There are three separate steam pipes along the convoy's route, any one of which can stop all three vehicles dead in their tracks. The third is your best bet, as you can reach it the fastest and there are places nearby where you can hide, including several parked cars in the nearby lot. Use the steam pipe from cover, then follow up with grenades, your sniper rifle, or whatever else is necessary.

AMBUSH POINT 02 // MIDTOWN

ACCESSIBILITY LEVEL:

The second steam pipe along the convoy's route is easy enough to reach, but detonating it causes a lot of incidental mayhem in downtown Parker Square. This ambush gets the job done, but unless you're very lucky, expect heavy civilian casualties and an encounter with the Chicago PD.

AMBUSH POINT 03 // PARKING LOT

ACCESSIBILITY LEVEL:

The convoy's route ends in a parking lot north of the baseball stadium, where the entrance has a set of spikes that you can use to sabotage their vehicles. There's also a protector near their destination that gives you a decent place to hide, and the relative isolation of the lot makes it a good place to set up a few IEDs without causing a panic. It's always risky waiting until the end of the target's route to set an ambush, but it may be worth it if you like a good direct assault.

_MADE MEN

LOCATION / PARKER SQUARE

ENEMY / CLUB CONVOY, THREE VEHICLES (VETERAN X3, ELITE), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

This might be the easiest Convoy mission of the lot, as you have a lot of options and advantages, including several steam pipes, lots of available vehicles, and a long route that offers you plenty of time to plan. The only complication is that you cannot kill your target.

AMBUSH POINT 01 // FERRIS HALSTEAD LIBRARY

ACCESSIBILITY LEVEL:

When you begin the mission, you're about half a block away from a steam pipe. If you use it to destroy the first bodyguard's car, the target usually gets out of his own car to see what's going on. That's your cue to beat him over the head. Bring your own car and use it as a hiding place, however, as there's next to nothing in the immediate area that you can use for effective concealment.

AMBUSH POINT 02 // SUBURBAN STREET

ACCESSIBILITY LEVEL:

If you grab a car and drive a little farther north along the convoy's chosen route, there's a second steam pipe in the middle of a sleepy suburban neighborhood. There are more places to hide here, and the steam pipe is on a short hill that forces the convoy to slow down as it's passing it, but there's a good chance that you'll kill at least one civilian as the steam pipe goes off. It might be easier to use Focus and a sniper rifle to take out the driver of the target's car while the hill's slowing them down, then throw out a Jam Coms and clean up his bodyguards.

AMBUSH POINT 03 // GRAVEYARD EXTERIOR

ACCESSIBILITY LEVEL:

Finally, near the end of the convoy's route, there's a third steam pipe that you can use to halt its progress. Its primary drawback as an ambush point is that you'll need to hide inside a car before you set off the pipe, as the area is wide open. Also, the graveyard's right there, so it's very efficient for the coroner.

THE WARDS // CONVOYS

_INTO THE PIT

LOCATION / CHICAGO FIRE DEPARTMENT

ENEMY / VICEROYS CONVOY, THREE VEHICLES (VETERAN x3, ELITE), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

AMBUSH POINT 01 // CHICAGO FIRE DEPARTMENT

ACCESSIBILITY LEVEL:

You begin this mission standing right in front of the Chicago Fire Department, with two fire trucks parked in the lot outside. You can use both to block off the road. You won't be able to cover the entire street with just two fire trucks, but you can force your target to try to escape via a specific narrow area that you've left in your blockade, which you can then mine with IEDs.

AMBUSH POINT 02 // OUTSIDE THE BAR

ACCESSIBILITY LEVEL:

There's a steam pipe on the road just down the street from the fire department. There aren't many good places to hide nearby, but you can hide inside a parked car and wait to set the pipe off underneath the target's vehicle, then drive to safety with a Jam Coms up.

AMBUSH POINT 03 // UNICORN DRAGON PUB

ACCESSIBILITY LEVEL:

There's a set of road blockers on either end of the street outside the Unicorn Dragon Pub. If you time it right, you can use them to reroute or stop the convoy long enough to set off an IED or line up a shot on your target.

_LORDS OF THE WARDS

LOCATION / THE WARDS

ENEMY / VICEROYS CONVOY, THREE VEHICLES (VETERAN X2, ELITE), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

You have to use a non-lethal takedown on the target or the mission fails. Otherwise, it would be easy to just block the convoy in with a heavy vehicle and assassinate the target from the sidewalk.

AMBUSH POINT 01 // RIVER BRIDGE

ACCESSIBILITY LEVEL:

You have to time this right. If you raise the bridge while the target's SUV is on it, he ends up trapped as it rises, which isolates him from at least one of his escort vehicles and leaves him a sitting duck. You can then shoot out his tires from ground level, deal with his other bodyguard, and knock him out as the bridge comes back down.

AMBUSH POINT 02 // JAY'S GARAGE

ACCESSIBILITY LEVEL:

If you head toward the end of the convoy's route, there's a steam pipe outside Jay's Garage that can be used to trash the lead car. If the remaining Viceroys don't see you before the pipe goes off, they're likely to get out of their cars to investigate, which gives you a chance to launch your attack.

_JUGGERNAUT

LOCATION / WEST SIDE

ENEMY / VICEROYS CONVOY, THREE VEHICLES (ELITE X6, VETERAN), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

There are three major complications for "Juggernaut." One is that you begin the mission several blocks away from the convoy; the second is that the target is in a cement mixer, which limits your offensive options; and finally, this is one of the shortest routes that any convoy takes. By the time you reach your target, you won't have a lot of time to figure out how to stop him. Bring a high-end motorcycle or a car with high speed and handling with you when you start the mission.

AMBUSH POINT 01 // OUTSIDE THE LOUNGE

ACCESSIBILITY LEVEL:

There's a steam pipe along the convoy's route just outside a bar (one of several in the Wards that apparently belong to the "Lounge" franchise), and given the time you have to spend on just arriving at the convoy's location, the pipe is your best option for taking the truck out. There's a burned-out storefront right next to the bar that provides you with an excellent hiding place.

A well-timed steam explosion will at least stop the cement truck, if not actually destroy it, and that gives you an opening to move in with weapons fire. If you wanted, you could easily forgo the steam pipe entirely and simply hit the cement truck with a grenade to the windshield as it drives by.

BRANDON DOCKS // CONVOYS

_DOCKWORK

LOCATION / INDUSTRIAL DISTRICT

ENEMY / VICEROYS CONVOY, THREE VEHICLES (VETERAN X4, ELITE), PLUS REINFORCEMENTS

TARGET: ELITE

NUMBER OF TARGETS: 1

DIFFICULTY:

AMBUSH POINT 01 // STARTING POINT

ACCESSIBILITY LEVEL:

When you start the mission, you have about 20 seconds until your target drives by. There's enough traffic at the nearby intersection that it usually brings the convoy to a complete stop, which gives you more than enough time to put a Focus-assisted sniper rifle bullet behind the target's ear. It's an easier shot if you cross the street and fire from behind the stack of pipes.

AMBUSH POINT 02 // FACTORY DISTRICT

ACCESSIBILITY LEVEL:

If you prefer to hack your way through problems, bring a bike with you and race ahead of the convoy. There's a steam pipe on the road just before the bridge over the river, and you can hack the bridge to expedite your escape from the target's bodyguards.

_NO RULES

LOCATION / SHIPPING YARD

ENEMY / FIXER CONVOY, Three Vehicles (ELITE x7, VETERAN X2), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

This is another mission where you must leave your target alive. Fortunately, while he has significant backup, his route takes him into an area in Chicago that's packed full of ways you can stop his crew. Most of his crew are armored Elites, which makes it dangerous to take them on in a straight-up gunfight.

AMBUSH POINT 01 // ILLINOIS PORT AUTHORITY

ACCESSIBILITY LEVEL:

The single easiest way to deal with this target is by using the security checkpoint in front of the Illinois Port Authority. Beat them there, then use the blockers to halt the convoy. This gives you a solid opportunity to immobilize the target's vehicle with a shotgun or rifle, then deal with his guards.

AMBUSH POINT 02 // WAREHOUSE DISTRICT

ACCESSIBILITY LEVEL:

Near the end of its route, the convoy takes a U-turn through a warehouse. If you beat them there, you can set up a few traps and lay waste to the convoy from the balcony overhead. This is satisfying, but your target can easily get killed in the ensuing crossfire, and there are enough civilian workers in the area that the police will be on the scene in about 40 seconds.

AMBUSH POINT 03 // SHIPYARD EXTERIOR

ACCESSIBILITY LEVEL:

You can use a set of blockers in the convoy's path to stop it, then attack from a perch atop one of the nearby shipping containers. Ideally, your opening move should be to immobilize your target's limo using something like the Destroyer, preventing him from escaping by car, then knocking down his bodyguards one at a time.

THE LOOP // CONVOYS

_TOLL BRIDGE

LOCATION / EASTBOUND HIGHWAY

ENEMY / CLUB CONVOY, THREE VEHICLES (VETERAN x3, ELITE x3), PLUS REINFORCEMENTS

TARGET: ELITE

NUMBER OF TARGETS: 1

DIFFICULTY:

AMBUSH POINT 01 // FREEWAY BLOCKADE

ACCESSIBILITY LEVEL:

Your target's on a long route in a slow armored vehicle, but because he spends almost all his time on the freeway, you don't have many options for stopping him besides what you've got on you. Even toward the end of the route when he gets back into the city, there's nothing on that block other than a stoplight.

If you get ahead of your target, however, you can park a vehicle across several lanes, causing a traffic jam and giving you an opportunity to strike. You can do this either before the lanes split, which lets you hide behind the concrete median, or afterward, so the target's got nowhere to go.

_THE BEAST

LOCATION / HIGHWAY

ENEMY / FIXER CONVOY, THREE VEHICLES (VETERAN X4, ENFORCER), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

AMBUSH POINT 01 // UNDERGROUND TUNNELS

ACCESSIBILITY LEVEL:

The convoy spends the early part of its route underground, in the express tunnels underneath the city. These often have less civilian traffic than the roads and are easy to block, which makes them a solid pick for an initial ambush. Use a parked car to stop the convoy, if only briefly, then either use explosives against the target's armored truck or fire through his windshield.

AMBUSH POINT 02 // INTERSECTION

ACCESSIBILITY LEVEL:

There aren't many objects along the route that you can hack to delay or destroy the target's car, but if there's enough traffic, you can halt the convoy by causing an accident at the intersection just before they turn onto the freeway. This has a high potential for causing civilian casualties, but it's a great opportunity to snipe the target while he's stuck.

AMBUSH POINT 03 // FREEWAY ONRAMP

ACCESSIBILITY LEVEL:

If all else fails, onramps like this one are an underrated ambush point. They're narrow enough that you can block them with just about any vehicle and turn them into a killing floor. You can hide behind the median and throw grenades or IEDs down onto the road, although it's all or nothing; if you miss, your target has a straight shot onto the freeway and is almost guaranteed to escape.

_CAUGHT IN THE LOOP

LOCATION / EAST SIDE

ENEMY / FIXER CONVOY, SIX VEHICLES (VETERAN X2 PER VEHICLE, TWO SUVS), PLUS REINFORCEMENTS

TARGET: VETERAN x2

NUMBER OF TARGETS: 2

DIFFICULTY:

You must use a nonlethal takedown on both targets in this convoy or the mission fails. The convoy begins its route with both targets together, but each has a separate escort group, and they are often separated from each other by local traffic. As a result, ambushing them can be a little unpredictable.

AMBUSH POINT 01 // ALLEYWAY

ACCESSIBILITY LEVEL:

Whoever built this alleyway apparently did so with the express intention that it would be used for this purpose. There are blockers on either end, allowing you to isolate the first target from the first car of bodyguards, then take them out and start your assault on the rest in an isolated area.

You can hack the transformer vaults on the floor to cause a local blackout, which prevents calls for help and allows you to take down at least one target in the ensuing confusion.

AMBUSH POINT 02 // FOUR-WAY INTERSECTION

ACCESSIBILITY LEVEL:

The convoy is moving through the heart of downtown Chicago, which means this is another opportunity for using gridlock against it. By hacking the stoplights at the right time, you can create a big enough snarl in the traffic to give yourself all the openings you could ever want. As with similar intersection ambushes, one of the big drawbacks to this approach is a high risk of civilian fatalities.

_EXCESSIVE FORCE

LOCATION / FINANCIAL DISTRICT

ENEMY / POLICE Convoy, Three Vehicles (SWAT x6), PLUS REINFORCEMENTS

TARGET: SWAT

NUMBER OF TARGETS: 1

DIFFICULTY:

The subject of this convoy is a crooked cop in full body armor, being escorted by six cops in similar gear. They don't have to stop moving down their route, and when you make your move, they'll immediately call for backup in the form of a full-tilt police manhunt. Worse, this is a very short route through downtown Chicago, with very little in the way of local obstacles for you to use.

Unfortunately, even dirty cops are still cops, and it still results in a Police Officer Homicide infraction if you kill one.

AMBUSH POINT 01 // CHICAGO SIDE STREET

ACCESSIBILITY LEVEL:

There are two steam pipes along this convoy's travel path, but the first is nearly inaccessible due to the speed of the convoy. The second's right near the end of its route, which is cutting things very close, but if you set that steam pipe off between the first and second cars, you can get the target out of his vehicle without killing him. The nearby gate is a handy way of evading police pursuit, as you can descend into an isolated parking garage to quickly switch vehicles.

As with the "Juggernaut" mission, the speed of the convoy and the short length of the route don't give you many other options besides the steam pipe, unless you decide to block the street with whatever vehicles are handy. However you choose to play this one, the real challenge will be escaping from the police after you're done.

_LONG DIVISION

LOCATION / DOWNTOWN CHICAGO

ENEMY / MILITIA Convoy, Six Vehicles (ENFORCER x2, ELITE x3), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 2

DIFFICULTY:

You cannot kill either target in this convoy without failing the mission. They've also got two Enforcers driving the first and second cars in their line, which makes things more complicated; it's difficult to successfully take your targets down while an Enforcer is shredding you into confetti, or to use grenades or IEDs against the Enforcers without accidentally killing your targets. With that in mind, it's much easier to complete this mission if you've learned the Enforcer Beatdown skill.

AMBUSH POINT 01 // RIVERSIDE ROAD

ACCESSIBILITY LEVEL:

The one good thing about a convoy like this one is that stopping it isn't as much of a problem as what happens once it's stopped. If you let yourself be seen or trip off anything that immobilizes any of the cars, the entire convoy goes immediately on the attack.

With that in mind, your goal is to eliminate at least one Enforcer with your opening move. You can use a steam pipe to destroy the first vehicle, which will kill an Enforcer and an Elite. It's easier to use the pipe on the north side of the river, as it's a slightly less populated area.

At that point, fade back into cover and bait the second Enforcer into coming after you. If you can get the drop on him and take him out with your baton, it turns this into a simple gunfight against several Elites and Veterans. It's tricky, but nothing you haven't done before.

AMBUSH POINT 02 // RIVER BRIDGE

ACCESSIBILITY LEVEL:

Instead of using a steam pipe to kill an Enforcer, you can use the bridge across the river to split up the convoy so you're only dealing with half of it at a time. Raise the bridge while the convoy's halfway across, and one target ends up south of the river while a second ends up on the north side. Since the second target doesn't have line of sight on the other team, you can deal with one Enforcer at a time, then knock out your first target, lower the bridge, and deal with the second.

MAD MILE // CONVOYS

_THE QUICK FIX

LOCATION / MIDTOWN FREEWAY

ENEMY / FIXER CONVOY, Three Vehicles (VETERAN X2), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

This is one of the easier Criminal Convoy missions, particularly given how few bodyguards this guy has, but there's nothing to use against your target on his route except for a couple of traffic lights. Once again, you're on your own.

AMBUSH POINT 01 // FREEWAY OFFRAMP

ACCESSIBILITY LEVEL:

You need a fast vehicle or motorcycle to reach it in time, but from this offramp you'll have a clean shot at your target as he's turning off the freeway. You can block the road with any four-wheeled vehicle, although that tends to turn this into a chase scene, or simply wipe the slate clean with a few shots from your trusty grenade launcher.

AMBUSH POINT 02 // INTERSECTIONS

ACCESSIBILITY LEVEL:

If the traffic permits, you can slow down your target by hacking the stoplights, causing a major traffic accident at any of the intersections that the convoy passes through. As in the "Dockwork" mission, you can easily assassinate your target with a scoped rifle while he's stuck in gridlock.

_MILITIA MILE

LOCATION / RIVERFRONT

ENEMY / MILITIA CONVOY, Three Vehicles (VETERAN X4), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

This is one of the easiest Convoy missions. For some reason, these militiamen decided to take a route that leads them over three separate steam pipes, each of which can easily be used to ruin their collective day.

AMBUSH POINT 01 // UNDERPASS

ACCESSIBILITY LEVEL:

The first steam pipe doesn't give you any real options for concealment, which can be a problem if the convoy sees you before the pipe detonates. Your best option is to hide behind the ornamental garden.

AMBUSH POINT 02 // STREETSIDE

ACCESSIBILITY LEVEL:

The second steam pipe is on a wider road with several parked cars to either side of it, so you can get into one and hide until the pipe goes off.

AMBUSH POINT 03 // UMENI TECHNOLOGIES LTD.

ACCESSIBILITY LEVEL:

The final steam pipe you can use to waylay the militiamen is near the end of the route, on the waterfront next to a technology company. As with the second ambush point, the benefit here is that you can park by the side of the road and hide in the car.

_DOWNTOWN

LOCATION / MAIN STREET

ENEMY / FIXER CONVOY, Three Vehicles (VETERAN X3), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

You have plenty of time to figure out what you're going to do on this mission, but you're going to have to improvise. The convoy's route is a straight shot through the Loop without any real obstacles that you can use against it.

AMBUSH POINT 01 // CONSTRUCTION WORK

ACCESSIBILITY LEVEL:

Some road construction near your starting point blocks off one of the convoy's lanes. If you leave a heavy truck or SUV across the other lane, it can cause enough traffic congestion to slow down or stop the convoy entirely. Use a couple of IEDs placed well ahead of your blockade to finish the job, or snipe the target from behind one of the support columns for the elevated track.

AMBUSH POINT 02 // RIVER BRIDGE

ACCESSIBILITY LEVEL:

If you hack the bridge across the river as the convoy is crossing it, the vehicles will slide back down to street level for a few crucial seconds, which gives you all the time in the world to launch an attack.

_CHASING SHADOWS

LOCATION / UNDERGROUND EXPRESSWAY

ENEMY / FIXER CONVOY, Three Vehicles (ENFORCER, ELITE x2, VETERAN), PLUS REINFORCEMENTS

TARGET: ELITE

NUMBER OF TARGETS: 1

DIFFICULTY:

This looks like an easy run until you realize that the target's in the underground tunnels, where there's little traffic and no stoplights, so you have much less time than you think you have. Bring a motorcycle or sports car with you when you start the mission and drive to the tunnel entrance at the end of the convoy's route to head them off.

The Fixers brought a lot of firepower with them to protect their buddy, so you probably don't want to stick around after the target's been taken care of.

AMBUSH POINT 01 // TUNNEL ENTRANCE

ACCESSIBILITY LEVEL:

If you hustle from your starting point, you can catch your target in the underground tunnels as he's making a blind turn and use a parked vehicle to halt traffic. Once the convoy has stopped, creep up on it with a rifle and put a slug in the target's head, then use Jam Coms to make your escape while they rest are still stuck behind your barricade.

AMBUSH POINT 02 // UNDERGROUND TUNNEL

ACCESSIBILITY LEVEL:

There are always several parked trucks and delivery vans parked along the sides of the tunnel that you can use as improvised blockades. If you set up your roadblock next to one of the support columns, that leaves your target with nowhere to go, and you can simply assassinate him while he sits stuck in traffic. If you don't care about killing civilians or there aren't any around, a couple of grenades will settle this in a hurry.

_REQUIESCAT IN PACE

LOCATION / MIDTOWN

ENEMY / FIXER CONVOY, Three Vehicles (ENFORCER X2, ELITE X3), PLUS REINFORCEMENTS

TARGET: VETERAN

NUMBER OF TARGETS: 1

DIFFICULTY:

This Mission is only available once you've finished all the previous Criminal Convoys. Unlike the rest, it's less about your ambush capabilities and more about rushing headlong into a dangerous situation, and the more skills you've acquired to amp your combat ability, the better off you'll be. It's a strong contender for the single toughest fight in the game.

The trickiest part of this convoy is simply reaching it in time. It's moving very quickly along a route that is not directly connected to the part of the city you're in, and if you try to "eyeball" the path to the convoy, you'll end up on any of a number of roads that are well below where you need to be. You need to bring a fast car with solid handling, or a motorcycle, and aim for the river bridge west of your starting point. With practice, you'll end up on the same road as the convoy, if a few hundred meters behind it, and will have to hustle to catch up to it.

Once you catch up to Oliver Garneau's convoy of white limousines, they'll attack immediately as soon as they see you, which saves you the trouble of having to set up an actual ambush. At this point, it turns into an all-out gunfight, with the additional complication of two Enforcers, and you have to keep Olivier alive. At this point, your best bet is to run for it and use evasive tactics like blackouts to try to get the drop on Olivier without his guards noticing.

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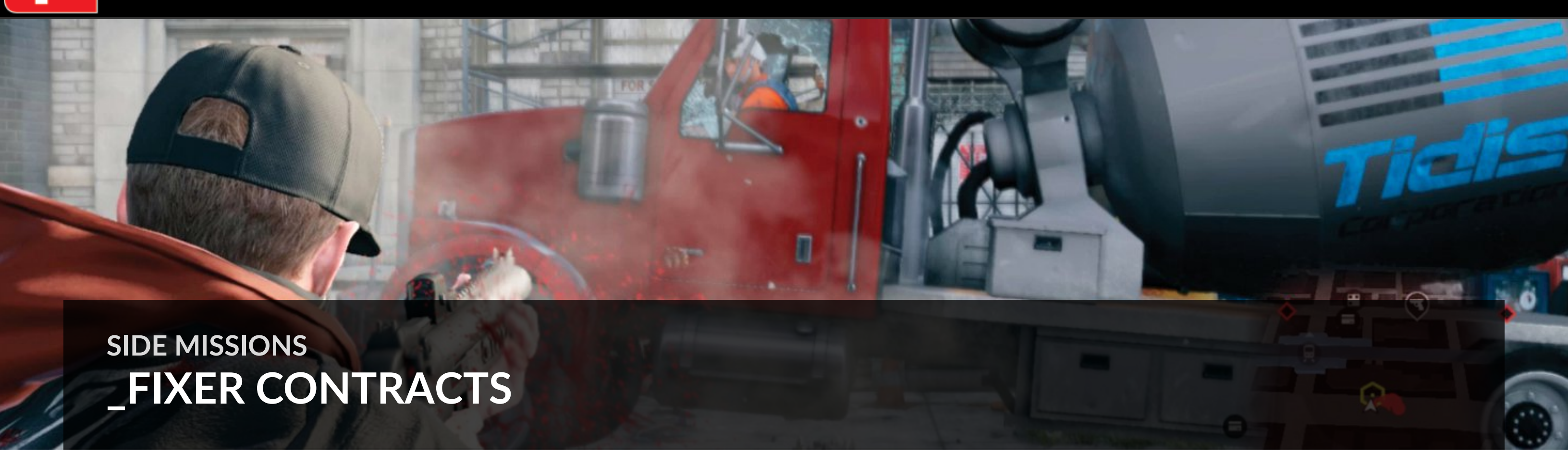

SIDE MISSIONS

_FIXER CONTRACTS

Video is restricted

Fixer Contracts Overview

Throughout your activities in Chicago, you are called upon as a free agent for various slightly nefarious activities. One of these is driving (usually illicit) vehicles from one location to another, either with targets to hack or fight or obstacles to overcome. These are collectively known as "Fixer Contracts," and there are five different types:

DECOY/11 Missions: After locating a specific vehicle, you must keep the police at bay while you drive through a series of waypoints throughout the city. If you hit all the waypoints before the timer reaches zero, you succeed in the mission. The more time left on the clock, the greater the reward (cash and medal).

GETAWAY/11 Missions: After finding a stolen vehicle, you need to drive it around the city, attempting to escape from either the police, or the Club (depending on the mission). Once the escape is successful, you drive the vehicle to a nearby drop-off point.

INTERCEPTION/14 Missions: A target (and sometimes two) must be located and run off the road. Sometimes you must retrieve data, too, and sometimes enemies attempt to protect the target. Once you destroy the target's vehicle, you must kill the target.

TRANSPORTER/10 Missions: You must quickly deliver two or three vehicles to a drop-off location without incurring damage. There are no enemies to worry about, aside from police if you cause too many fatalities.

EXCLUSIVE/3 Missions: These three Interception missions are exclusive ULC content. Completing any of them adds one to your Fixer Contracts total, but they are not necessary to finish to obtain all rewards.

TOTAL/46 (+3) Missions: To complete the Fixer Contracts section of the Progression Tree, you must successfully complete 40 of these 46 (+3) missions. They appear in one of two ways:

As you complete main missions, more Fixer Contracts become available.

As you profile and hack civilians bearing the Fixer Contracts icon.

Fixer Contracts become available once you complete specific main missions:

- **Phase I (up to $3,000 Reward):** These are accessible once Main Mission Act Act I / 3, Backstage Pass is completed.
- **Phase II (up to $6,000 Reward):** These are accessible once Main Mission Act II / 6. Jury-Rigged, or all Phase I Contracts, are completed.
- **Phase III (up to $10,000 Reward):** These are accessible once Main Mission Act III / 3. A Pit of Paranoia, or all Phase II Contracts, are completed.

You are contacted via the world map when one is available, so the order we present them in this guide isn't necessarily the order you'll complete them in. We present them by district, then alphabetical order.

From your smartphone tab menu, you can select "Fixer Contracts" and replay any of these missions (you can replay each one as many times as you like, and each time it counts toward your unlocking total). They can be sorted by type and are listed by distance to your current location. The following is a complete list of Fixer Contracts:

MISSION REWARDS (Per Mission)

Between $1,000 and $10,000 Acquired

MISSION REWARDS (Unlocks)

Complete 1 Fixer Contract: Zusume R (VEHICLE)
Complete 5 Fixer ContractS: OFFENSIVE DRIVER (SKILL)
Complete 20 Fixer ContractS: Boxberg LE (Vehicle)
Complete 40 Fixer ContractS: End of Line (Achievement)

Tip

There are specific driving skills within your Skill Tree. Be sure to acquire them all—as they make these contracts easier—including the Offensive Driving skill, which unlocks after you finish five of these contracts.

Tip

Make sure you play Online contracts and increase your Notoriety Points, so you can access the Notoriety Skill called Contract Bonus; your cash rewards increase by 25 percent!

Available Driving Contracts

Contract Type	District	Number and Name	Phase	Time and Reward (Gold/Silver/Bronze)
Decoy	Pawnee	01/Trails and Tribulations	III	+00:40: $10,000/+00:25: $9,000/+00:00: $8,000
Decoy	Parker Square	02/Parker Square Rally	I	+00:30: $3,000/+00:20: $2,000/+00:00: $1,000
Decoy	Parker Square	03/Railroaded	III	+01:00: $10,000/+00:40: $9,000/+00:00: $8,000
Decoy	Brandon Docks	04/Bootlegged	III	+00:25: $10,000/+00:15: $9,000/+00:00: $8,000
Decoy	Brandon Docks	05/Raid	II	+00:35: $6,000/+00:25: $5,000/+00:00: $4,000
Decoy	Brandon Docks	06/Ridge Rider	III	+01:00: $10,000/+00:40: $9,000/+00:00: $8,000
Decoy	The Loop	07/Distraction	II	+01:00: $6,000/+00:40: $5,000/+00:00: $4,000
Decoy	The Loop	08/Ghost Trail	I	+00:30: $3,000/+00:20: $2,000/+00:00: $1,000
Decoy	The Loop	09/Misguided	I	+00:35: $3,000/+00:20: $2,000/+00:00: $1,000
Decoy	Mad Mile	10/Deception	II	+00:40: $6,000/+00:30: $5,000/+00:00: $4,000
Decoy	Mad Mile	11/Wild Ride	II	+00:30: $6,000/+00:20: $5,000/+00:00: $4,000
Getaway	Pawnee	01/Deliverance	III	03:00: $10,000/05:00: $9,000/[[INFINITE SIGN]]: $8,000
Getaway	Pawnee	02/Scenic Retreat	III	03:00: $10,000/05:00: $9,000/[[INFINITE SIGN]]: $8,000
Getaway	Parker Square	03/Under Construction	I	03:00: $3,000/05:00: $2,000/[[INFINITE SIGN]]: $1,000
Getaway	The Wards	04/Members Only	I	03:00: $3,000/05:00: $2,000/[[INFINITE SIGN]]: $1,000
Getaway	Brandon Docks	05/In the Spotlight	II	03:00: $6,000/05:00: $5,000/[[INFINITE SIGN]]: $4,000
Getaway	Brandon Docks	06/Pickup and Run	II	03:00: $6,000/05:00: $5,000/[[INFINITE SIGN]]: $4,000
Getaway	The Loop	07/Armored Pursuit	III	03:00: $10,000/05:00: $9,000/[[INFINITE SIGN]]: $8,000
Getaway	The Loop	08/Playing It Safe	I	03:00: $3,000/05:00: $2,000/[[INFINITE SIGN]]: $1,000
Getaway	The Loop	09/Tracked	II	03:00: $6,000/05:00: $5,000/[[INFINITE SIGN]]: $4,000
Getaway	Mad Mile	10/Escape Artist	III	03:00: $10,000/05:00: $9,000/[[INFINITE SIGN]]: $8,000
Getaway	Mad Mile	11/Showroom Condition	II	03:00: $6,000/05:00: $5,000/[[INFINITE SIGN]]: $4,000
Interception	Parker Square	01/The Hunter	I	+01:30: $3,000/+02:30: $2,000/[[INFINITE SIGN]]: $1,000
Interception	Parker Square	02/Road Soldier	III	+02:30: $10,000/+03:30: $9,000/[[INFINITE SIGN]]: $8,000
Interception	The Wards	03/Hard Shoulder	II	+01:40: $6,000/+03:00: $5,000/[[INFINITE SIGN]]: $4,000
Interception	The Wards	04/Connection Interrupted	III	+03:30: $10,000/+03:00: $9,000/[[INFINITE SIGN]]: $8,000
Interception	Brandon Docks	05/Bandwidth Exceeded	III	+03:15: $10,000/+06:00: $9,000/[[INFINITE SIGN]]: $8,000
Interception	Brandon Docks	06/Derailed	II	+02:00: $6,000/+03:00: $5,000/[[INFINITE SIGN]]: $4,000
Interception	Brandon Docks	07/Muscle Out	II	+03:00: $6,000/+04:30: $5,000/[[INFINITE SIGN]]: $4,000
Interception	The Loop	08/Buffering	II	+05:40: $6,000/+07:00: $5,000/[[INFINITE SIGN]]: $4,000
Interception	The Loop	09/Data Leech	II	+01:30: $6,000/+03:00: $5,000/[[INFINITE SIGN]]: $4,000
Interception	The Loop	10/Deadly Loop	I	+02:40: $3,000/+04:00: $2,000/[[INFINITE SIGN]]: $1,000
Interception	The Loop	11/Double Vision	III	+03:30: $10,000/+04:00: $9,000/[[INFINITE SIGN]]: $8,000
Interception	The Loop	12/Gateway Timeout	I	+01:30: $3,000/+02:30: $2,000/[[INFINITE SIGN]]: $1,000
Interception	The Loop	13/Number Crunch	I	+02:00: $3,000/+03:00: $2,000/[[INFINITE SIGN]]: $1,000
Interception	The Loop	14/Rogue Data	I	+01:30: $3,000/+03:00: $2,000/[[INFINITE SIGN]]: $1,000
Transporter	Pawnee	01/The Badlands	III	+01:30: $10,000/+00:30: $9,000/+00:00: $8,000
Transporter	Parker Square	02/Hot Property	I	+00:30: $3,000/+00:20: $2,000/+00:00: $1,000
Transporter	Parker Square	03/Straight and Narrow	I	+00:20: $3,000/+00:10: $2,000/+00:00: $1,000
Transporter	The Wards	04/Grand Triathlon	III	+00:20: $10,000/+00:10: $9,000/+00:00: $8,000
Transporter	Brandon Docks	05/Delivery Man	II	+00:30: $6,000/+00:20: $5,000/+00:00: $4,000
Transporter	Brandon Docks	06/Industry Standards	II	+00:35: $6,000/+00:20: $5,000/+00:00: $4,000
Transporter	Brandon Docks	07/Pier Pressure	II	+00:30: $6,000/+00:20: $5,000/+00:00: $4,000
Transporter	The Loop	08/Muscle Memory	I	+00:20: $3,000/+00:10: $2,000/+00:00: $1,000
Transporter	The Loop	09/Urban Exploration	II	+00:25: $6,000/+00:15: $5,000/+00:00: $4,000
Transporter	Mad Mile	10/Lap of Luxury	III	+00:25: $10,000/+00:15: $9,000/+00:00: $8,000
Exclusive*	Mad Mile	1/CTRL	Exclusive	N/A
Exclusive*	Mad Mile	2/ALT	Exclusive	N/A
Exclusive*	Mad Mile	3/DELETE	Exclusive	N/A

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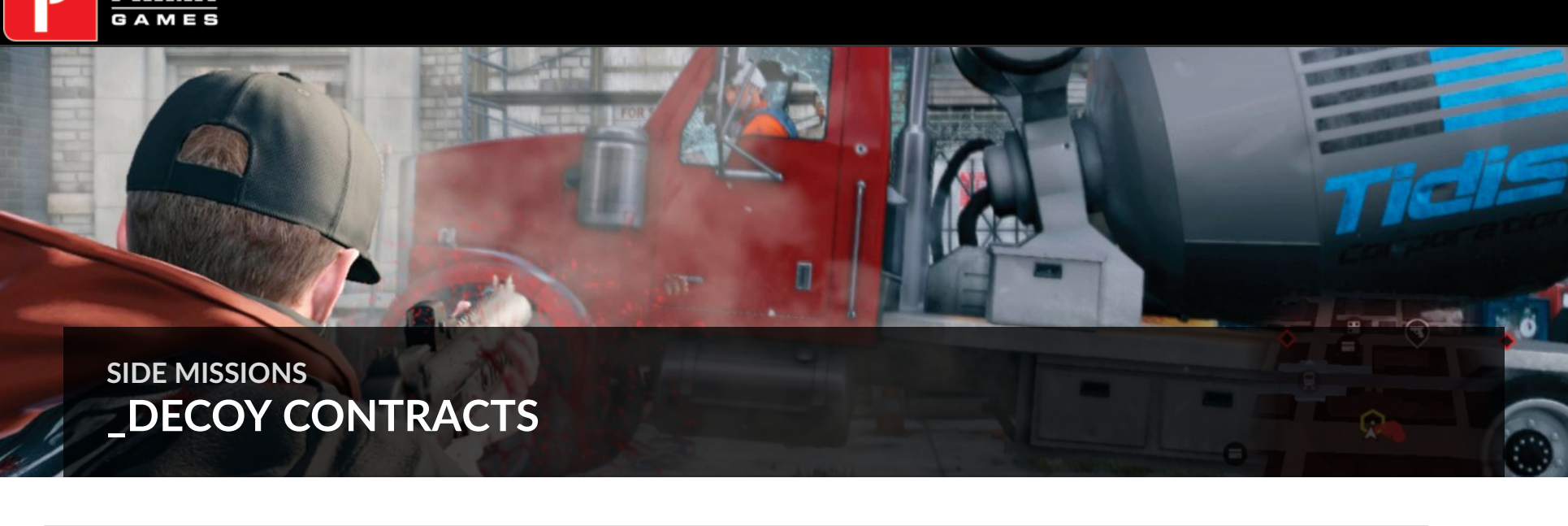

SIDE MISSIONS

_DECOY CONTRACTS

OBJECTIVES

- Acquire target vehicle
- Race through target locations to attract the police
- Escape the police

Driving Infiltration

Vehicle Chase

Escape

Your job is to head to a particular location, which could be anywhere close to a ctOS camera in one of the six districts, and await further instructions. Once you activate the mission, you are contacted and your job is explained. Although there are variations, this mission type always takes a similar form:

- Acquire target vehicle

From your starting point, locate a vehicle parked close by. It is usually within a block of your location, so you don't need to jog far. Head into the vehicle, and start the engine.

- Race through target locations to attract the police
- Escape the police

You must now follow, in order, the series of ctOS monitoring points (aka waypoints) that appear on the map and onscreen, while avoiding any confrontation. Although you're technically supposed to be trying to attract the enemy, it doesn't matter if the foes are searching for you but haven't spotted you yet. These are the police.

When you reach the last waypoint, the mission concludes. If the enemy is actively pursuing you, you must attempt to escape them before the mission can finish. At this point, you receive your reward. If you complete the circuit of waypoints and have a large number of seconds left on the clock, your reward is higher.

The number of seconds you need to have left to be awarded the highest prize (Gold, and the largest cash reward), as well as the numbers (in seconds and dollars) for Silver and Bronze, are listed in your Fixer Contract App and in this guide.

If you're caught by the police, the mission and contract fails. You can replay these side missions as often as you wish; these are great ways to learn shortcuts throughout the environment and accrue cash!

Tip

Learn the routes to each waypoint. Although you're actively coaxing foes to your location, it is actually much more proficient for you to finish all the missions with the enemy still searching for you, as you don't need to avoid incoming cars or police choppers, which elongate the mission time.

Tip

Store several Jam Coms with you, so you can negate any police search activities during these driving missions. You can also begin these side missions at any time; choose day so you have a better view of the obstacles along the course. Finally, remember you can use infrastructure hacks to remove the police as they chase you, but rely on these instead of shunting your foes, as your vehicle needs to complete the race as quickly as possible, while remaining intact.

Note

The following tactical information details each individual Decoy mission. An optimal path has been plotted, along with notes on the more difficult corners and areas to navigate through.

Tip

With accurate driving, you can complete most Decoy missions with the police only scanning your location but never chasing you. Use Jam Coms to ensure this occurs.

PAWNEE // DECOY CONTRACTS

01_TRAILS AND TRIBULATIONS

Starting location: Pawnee trailer park

Vehicle: Kuruhawa Motorsport 450

Difficulty:

NUMBER OF CHECKPOINTS: 32

+00:40 // +$10,000

+00:25 // +$9,000

+00:00 // +$8,000

BEAT THIS: 00:34:00 (Jean Michel Lavigne)

Checkpoints 1–5: Watch that the initial jump and the entrances to both the narrow bridges don't throw you off-course. Ease off the throttle for the jump to avoid hitting trees or rocks.

Checkpoints 6–10: There's some winding trails to maneuver through with some tarmac. Checkpoint 9 is near the gas station. Line up properly for Checkpoint 10 to jump over rooftops.

Checkpoints 11–17: Prepare for oncoming traffic between checkpoints 12 and 13. Be sure you hit the trail left slightly at 14. Watch for the sharp left turn at 16 and your off-road entrance to reach 17.

Checkpoints 18–25: Ease up on the throttle as you weave between rail tracks and dirt road. Make the slight right to Checkpoints 20 and 22, and watch for rocks; you can hit them and stall progress. There's a sharp left at 25.

Checkpoints 26–32: There's a small ramp before Checkpoint 26 on your left, then it's tarmac to 29. Steer right onto the rails to cut the corner to 30, so you can remain on the tracks to the massive end jump at 32.

PARKER SQUARE // DECOY CONTRACTS

02_PARKER SQUARE RALLY

Starting location: Owl Hotel Alley

Vehicle: Carrozza

Difficulty:

NUMBER OF CHECKPOINTS: 24

+00:30 // +$3,000

+00:20 // +$2,000

+00:00 // +$1,000

BEAT THIS: 00:51:79 (Anthony Renomeron)

Checkpoints 1–4: Head under the archway clock and accelerate hard, braking only as you reach Checkpoint 3 and the hard left turn. Then slow slightly through 4 and the long left curve of the road.

Checkpoints 5–7: A savage right turn (don't oversteer!) and then line up for a jump across the marina and Checkpoints 6 plus 7. Ease off the gas to line up for the fence section below the icon for 7.

Checkpoints 8–13: Follow the dirt trail, optionally heading off it for more direct paths to Checkpoint 9. Slow before 11 and 12 slightly, and especially the sharp turn at 13, as it's easy to lose control.

Checkpoints 14–20: Scoot across the road to Checkpoint 14, then follow the tarmac around the park; only the sharp left to 17 is a problem. Watch your speed bouncing downhill to 18 and the nasty left turn at 20.

Checkpoints 21–24: Into the gate and some sharp weaving right to Checkpoint 21 and left to 22. Open the gate when exiting just after 22. After a sharp right, 24 is a ramp through a gap in a brick building.

03_RAILROADED

Starting location: SCHOOL SIDEWALK (WEST)

Vehicle: Tributary 1500

Difficulty:

NUMBER OF CHECKPOINTS: 27

+01:00 // +$10,000

+00:40 // +$9,000

+00:00 // +$8,000

BEAT THIS: 01:14:60 (Anthony Renomeron)

Checkpoints 2–5: Skid left onto the rail tracks at Checkpoint 2, accelerate to 3, slow, and make a tight left skid to miss the tunnel at 4. Now line yourself up for a dirt jump at 5.

Checkpoints 6–9: A sharp right just before the freeway bridge onto dirt at Checkpoint 6, then cut across to the road by May Stadium. Watch the nasty left turn into the alley at 9; it's easy to overshoot.

Checkpoints 10–19: Take the ramped stairs at Checkpoint 10 slower than usual to keep control as you land. More alley steering to reach 11. Cut across the park to reach 12, and weave across the intersection to reach 13. Checkpoints 14–19 are on the city streets behind May Stadium and are easy to reach.

Checkpoints 20–24: Use the sidewalk or cut across the park to Checkpoint 20 (though the road is safer). Checkpoints 21 and 22 follow the park's perimeter. Make sure you slow and skid right at 24.

Checkpoints 25–27: Checkpoint 25 is off the main road to the left, onto the rail tracks. Remain on the tracks as you reach 26, heading through the tunnel, passing a station, and steering onto the ramp on the right to the final checkpoint.

BRANDON DOCKS // DECOY CONTRACTS

04_BOOTLEGGED

Starting location: EASTERN SHIPPING DOCKS

Vehicle: 571

Difficulty:

NUMBER OF CHECKPOINTS: 25

+00:25 // +$10,000

+00:15 // +$9,000

+00:00 // +$8,000

BEAT THIS: 00:28:12 (Anthony Renomeron)

Checkpoints 1–3: Your vehicle has rear-wheel drive, so it can fishtail wildly: Predicting corners takes extreme competence and patience! Ignore the ramp before Checkpoint 1 (it slows you down) and brake at 2 or you'll crash when squeezing through the gaps. Stay left of the container at 3 to quicken your pace.

Checkpoints 4–8: When you reach Checkpoint 4, squeeze between the container (left) and crane (right). Accelerate hard as you reach 5, stay on the tracks, then slow and skid right slightly to line up the dirt track at 6. Continue across the road, up over the gravel (slow when you reach the rise), and down to 8.

Checkpoints 9–13: Brake sharply as you reach Checkpoint 9 and drop onto the road, turning left and then right across the bridge. Cut in left at 11 as you cross the intersection. Then maneuver left across the railroad tracks at 12, and cut the corner of the road to set up for 13; this is the trickiest part of the route.

Checkpoints 14–21: Stay on the road at Checkpoint 14, heading right, down the dirt hill at 15 before beginning a run under the L-train to 20. Brake at 19, and as you emerge at 20, cut across the road to the brick warehouse grounds at 21.

Checkpoints 22–25: Cut across the concrete grounds, watching the tree planter as you reach the main road before 23. Then stay on the road at 24, increasing your speed to the final checkpoint.

05_RAID

Starting location: BRICK WAREHOUSE

Vehicle: Zusume R

Difficulty:

NUMBER OF CHECKPOINTS: 21

+00:35 // +$6,000

+00:25 // +$5,000

+00:00 // +$4,000

BEAT THIS: 00:44:10 (Anthony Renomeron)

Checkpoints 2–5: Continue the momentum, launching up the metal ramp and over the water, aiming left slightly to land near the junction and up the road through Checkpoint 3. Then head off the road through the barrier gate (spikes) and 4, aiming for yet another ramp, this one in a container.

Checkpoints 6–9: Land on the road, avoiding oncoming traffic and heading under the bridge. Maintain a high speed along the winding main road until you head through another barrier at Checkpoint 9 and into the shipping yard.

Checkpoints 10–13: The concrete path is narrow and curves right; then there's a very sharp, narrow turn at Checkpoint 11. Head right and through another barrier. Accelerate out and onto the rail tracks at 12, and avoid the rusting engine by keeping right, then back onto the rails at 13.

Checkpoints 14–17: Follow the rail line as it curves left, then leave it and stay on the grass to the right, passing Checkpoint 14. Head back onto the rails, under the concrete bridge at 15. Open the gate at 16 and enter a very narrow and slightly winding rail tunnel at 17.

Checkpoints 18–21: Crash through the fence and stay on the rails at Checkpoint 19, then dodge left off the rails, missing the concrete freeway pillars, to reach 20. Now accelerate wildly to hit 21, launching yourself over the river.

06_RIDGE RIDER

Starting location: NORTH ISLAND SILO YARD

Vehicle: Hailkal R

Difficulty:

NUMBER OF CHECKPOINTS: 17

+01:00 // +$10,000

+00:40 // +$9,000

+00:00 // +$8,000

BEAT THIS: 00:47:00 (Jean Michel Lavinge)

Checkpoints 1–4: Move onto the road, ignoring the rails as you pass Checkpoint 1, slowing for the first right corner at 2, before cutting through the fence and grass to line up for 3. Cross the bridge following the road south through 4.

Checkpoints 5–8: Checkpoint 5 requires a reasonably sharp left turn, under the L-train tracks to 6, and into the covered warehouse almost immediately after to 7. Avoid the middle concrete pole when bursting through the fence jump at 8.

Checkpoints 9–11: Follow the curved road left and then straight out as you drive over the gravel pit at Checkpoint 10. Position yourself for a quick dash straight to 11; brake here as you skid left, into the gravel yard.

Checkpoints 12 and 13: Line up quickly as you approach Checkpoint 12, and jump off the gravel pit area and onto the bridge (without hitting the middle divider). Follow the road and make a severe right turn into another yard at 13.

Checkpoints 14–17: Head straight off the gravel, watching for cross traffic as you jump down to Checkpoint 14. Cross the bridge, make a sharp right at 15, then accelerate strong, following the road through 16 and the rising bridge at 17.

THE LOOP // DECOY CONTRACTS

07_DISTRACTION

Starting location: SOUTH ALLEY

Vehicle: Core-T

Difficulty:

NUMBER OF CHECKPOINTS: 20

+01:00 // +$6,000

+00:40 // +$5,000

+00:00 // +$4,000

BEAT THIS: 00:53:08 (Anthony Renomeron)

Checkpoints 1–4: Accelerate between the bollards under the L-train, and head up the cobblestone pedestrian areas. Prepare for a sharp left turn at Checkpoint 3, onto the main street heading north. Swerve left at 4.

Checkpoints 5–7: Stay to the left! Drop down into the alley and turn left under the L-train tracks. Aim your vehicle through the series of metal frames, down another pedestrian walkway, and skid right onto the road at Checkpoint 6. Now follow this road as it winds around, swerving right onto another wide road at 7.

Checkpoints 8–12: Increase your speed through Checkpoint 8, under the L-train. Make a sharp left at 9, down the main road, and a sharp right turn at 11, into the parking garage. Take care as you drop down into the stone walkway and up the steps over 12 so you don't overshoot and hit a tree. Then swerve to the right alley at the "Resonance" building.

Checkpoints 13–16: Head through Checkpoint 13 and quickly open the garage door to exit. Continue straight (north) down the alley, swerving right and accelerating onto the road. Skid right at 15, accelerate hard under the L-train tracks, then ease off the gas as you weave into the pedestrian underpass with the two statues at 16.

Checkpoints 17–20: A sharp left as you emerge from the pedestrian area, and another one a block later through Checkpoint 18. Then it's a straight shot to the garage door; open it early, into the garage, and immediately open the garage exit while slowing so you don't lose control. Then it's a straight shot to 20 at the bridge.

08_GHOST TRAIL

Starting location: SOUTHEAST ALLEY

Vehicle: Zusume R

Difficulty:

NUMBER OF CHECKPOINTS: 14

+00:30 // +$3,000

+00:20 // +$2,000

+00:00 // +$1,000

BEAT THIS: 01:05:44 (Anthony Renomeron)

Checkpoints 1–3: Follow the street as it curves around to the left, then straightens out, allowing a huge burst of speed as you zip down the street under the L-train tracks. Zigzag at Checkpoint 3, touching the brakes slightly.

Checkpoints 4–5: Follow the road as it gently curves, then turn sharply right at the intersection and Checkpoint 4. The road widens, but don't launch off the undulations in the road and lose control. Increase your speed as the road flattens.

Checkpoints 6–9: Slow slightly as you pass under the L-train. The road follows the river, curving right and straightening out. Take the narrower road to the right, at the Y-junction at Checkpoint 8. Make a severe left turn, slowing down so you don't hit the steps.

Checkpoints 10–12: Drive toward the bridge before skidding right, through Checkpoint 10. One block later, turn sharply right through 11 and then sharply left at 12. All are on main streets.

Checkpoints 13 and 14: Make a sharp left turn and e-brake slightly at Checkpoint 13. Set yourself up for a strong acceleration toward the bridge and your final checkpoint at 14.

09_MISGUIDED

Starting location: Covered parking lot, North LOOP

Vehicle: Sunrim

Difficulty:

NUMBER OF CHECKPOINTS: 19

+00:35 // +$3,000

+00:20 // +$2,000

+00:00 // +$1,000

BEAT THIS: 01:05:75 (Anthony Renomeron)

Checkpoints 2–4: Immediately open the garage door and let off the gas as you launch over the steps. Skid right into Checkpoint 3 onto the main road at the end of the narrow pedestrian area. Cut in on the left as you race up the hill, through 4, and onto the bridge.

Checkpoints 5–7: If the bridge is up, slow slightly as you launch over it, as sailing through the air wastes speed and time. Avoid traffic as you race along the street and make a sharp right through Checkpoint 5. Accelerate hard, heading north for two blocks, then down the alley at 6. Follow the alley around to the parking lot where 7 is.

Checkpoints 8–12: Watch for cars and smash through pallets as you exit the parking lot. Accelerate while under the L-train and speed over the bridge, braking and skidding left at Checkpoint 10. You have around four blocks of acceleration before a sharp right at 11, as you turn onto the road close to the river. Follow that and make your next left at 12, onto the bridge.

Checkpoints 13–17: Gas it over the bridge, then edge right, off the jump into the pedestrian area while lightly braking through Checkpoint 13. Swerve left and into the pedestrian zone to the left. This straightens out as you drive back onto tarmac at 15. Then cut the left corner at 16, and race over the bridge and 17 ahead.

Checkpoints 18 and 19: This final part is tricky; slow as you cross the bridge and bear left, through the gap in the L-train supports. Cut across the parking lot and through the minor road at Checkpoint 18. Turn left immediately afterward so you line yourself up with 19 and the final jump over the river.

MAD MILE // DECOY CONTRACTS

10_DECEPTION

Starting location: ST. VALENTINE'S DAY MASSACRE

Vehicle: Kodachi

Difficulty:

NUMBER OF CHECKPOINTS: 24

+00:40 // +$6,000

+00:30 // +$5,000

+00:00 // +$4,000

BEAT THIS: 01:02:24 (Anthony Renomeron)

Checkpoints 2–4: Follow the tarmac alley, and scoot across the road, avoiding the bollards. Head under the bridge, slowing so you don't fly into the metal bridge when you hit the steps. Accelerate through the pedestrian mall straight toward the garage you need to open at Checkpoint 4.

Checkpoints 5–9: Launch up the stepped ramp at Checkpoint 5, under the L-train and down the road. Slow and keep right on the sidewalk as you reach 7. Make a sharp right turn into the alley at 8, then drop your speed slightly so you don't spend too much time in the air as you hit the small steps section and 9.

Checkpoints 10–16: Under the L-train and follow the main road, pointing the bike toward the cobblestones and planters area and Checkpoint 12. Weave between the buildings and head west through 14. Drift right, through the fence and parking lot, and pass through the narrow gap between the buildings to reach the tight left turn at 16.

Checkpoints 17–21: Drive through the railing, and drop down to the road below and Checkpoint 17. Brake heavily and don't miss 18, at the steps. This leads to a long straight, through 20 and 21.

Checkpoints 22–24: Head through the alley and Checkpoint 21, keeping straight. Stay right at the roundabout sculpture, then savagely brake and skid left into the alley, positioning yourself for the ramp up to 24.

11_WILD RIDE

Starting location: VEHICLE GARAGE (EAST)

Vehicle: CORE-T

Difficulty:

NUMBER OF CHECKPOINTS: 24

+00:30 // +$6,000

+00:20 // +$5,000

+00:00 // +$4,000

BEAT THIS: 01:15:00 (Jean Michel Lavinge)

Checkpoints 2–5: At the roundabout with the curved sculpture, swerve right through Checkpoint 2, down the cobblestone street, and under the L-train to a left turn through 3 and a wider street. This curves right, through 4, then curves sharply after a block, through 5.

Checkpoints 6–10: The road straightens out; accelerate hard through Checkpoint 6, then make a savage stop and skid right at 7, through the gravel and between a series of buildings ending at a sharp right at 8. Keep left at 9, passing the circular sculpture and heading onto the cobblestones through 10.

Checkpoints 11–15: Follow the curved road, then make a severe left turn at the L-train. Cross the river and touch the e-brake to skid right at Checkpoint 12. Head along the river, then back over it to the right again at 13. Make a right at 14, down the road and into the traffic tunnel, then turn sharply right at 15.

Checkpoints 16–21: Exit the tunnel and brake, sharply turning right at Checkpoint 17. It's a straight line over the pavement and down the street to a sharp right turn at 19, then a left a block later at 20. Don't miss the alley with the blockers at 21.

Checkpoints 22–24: Hack both gates and speed through the curved pedestrian area, back onto the road at Checkpoint 22 during the long left turn and under the bridge. Head up the rise in the road to 23; follow the road south to the bridge and 24.

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SIDE MISSIONS

_GETAWAY CONTRACTS

OBJECTIVES
- Acquire target vehicle
- Escape the [enemy]
- Reach drop location unseen

Your job is to head to a particular location, which could be anywhere close to a ctOS camera in one of the six districts, and await further instructions. Once you activate the mission, you are contacted and your job is explained. Although there are variations, this mission type always takes a similar form:

Acquire target vehicle

From your starting point, locate a vehicle parked close by. It is usually within a block of your location, so you don't need to jog far. Get into the vehicle and start the engine.

Escape the [enemy]

The moment the vehicle is running, you have an enemy to contend with. These either take the form of the police or one of the gang factions of Chicago. You now need to escape the enemy in question (shake them off your tail so they can't see you, then drive out of their search area); the drop location is compromised until you do this.

Reach drop location unseen

When you have successfully escaped the enemy, you can drive to the drop location specified on your in-game map. But just because you've eluded the enemy for now doesn't mean you're safe; the gangs and the police (and the police use scanning, while the gangs use line of sight) are constantly searching for you. Avoid your foes using all your previously learned techniques. Reference the Training chapter to find out further information:

Gang Faction Elusion: Use lethal force and technology to block pursuers, including traffic lights, bollards, and spikes, as well as shunting.

The Police Elusion: Use Jam Coms and technology to block pursuers, including steam pipes, bridges, and blockers, as well as shunting.

The drop location is likely to be an aboveground garage, an underground or enclosed garage, a parking lot, or an out-of-the-way area. Although the location is randomly assigned, there are a couple of locations per district, and it is picked based on where you are when you escape the enemy.

When you have successfully eluded capture and driven your vehicle into the drop location, the mission concludes. You receive payment, experience, and a bonus of cash if you complete the mission in a short amount of time.

Tip

Stay near a drop zone (even before it appears as a waypoint) so you can end the mission as early as possible; don't simply drive off in one direction for miles!

Remember to reset your Heat (by visiting a hideout) after each Getaway mission, so you don't have additional problems with more cops on your tail during subsequent Getaways.

Note

The following tactical information details each Getaway mission. Due to the random nature of events, an optimal path cannot be plotted, but we provide methods of foiling your pursuers and other pertinent information.

PAWNEE // GETAWAY CONTRACTS

01_DELIVERANCE

Starting location: abandoned station

Vehicle: Kuruhawa Motorsport 450

Enemy: The Club

Difficulty:

03:00 // +$10,000

05:00 // +$9,000

∞ // +$8,000

BEAT THIS: 02:18:95 (Anthony Renomeron)

Heed this tactical advice to increase your chances of success:

You have a great advantage, as your bike can complete ramped jumps and can use the dirt trails where the Club can't easily follow you.

Pawnee has some narrow streets, including the tarmac ones. But there are blockers and steam pipes you can easily remember and reach.

Stay in Pawnee and use the gas station drop-off instead of fleeing and elongating your time. Or, flee the area and use the bike's off-road capabilities to drive over rocks your pursuers can't reach.

02_SCENIC RETREAT

Starting location: BLUME FACILITY

Vehicle: 550S

Enemy: The POLICE

Difficulty:

03:00 // +$10,000

05:00 // +$9,000

∞ // +$8,000

BEAT THIS: 03:22:89 (Anthony Renomeron)

Heed this tactical advice to increase your chances of success:

This mission is tough, and it will take multiple attempts to gain the most reward money. Start by heading toward the construction bridge to the south and launching yourself across (but not at top speed!) to lose the squad cars.

There are tunnels and off-road areas on the main road back toward Chicago; use cunning and try to shake pursuers by varying direction throughout these areas. Changing height also confuses the enemy (e.g., by driving off bridges).

Your vehicle as an excellent top speed, so using long stretches of road or rail lines is a possibility, but vary this with swift weaving through multiple alleys to shake that chopper.

PARKER SQUARE // GETAWAY CONTRACTS

03 _UNDER CONSTRUCTION

Starting location: STRIP MALL

Vehicle: Papavero

Enemy: The POLICE

Difficulty:

03:00 // +$3,000

05:00 // +$2,000

∞ // +$1,000

BEAT THIS: 01:20:86 (Anthony Renomeron)

The following plans are helpful if you want to shake the police and don't have Jam Coms:

You're in Parker Square, which is a maze of alleys that are reasonably easy to lose the police in. Instead of simply gunning it away from the cops, play hide-and-seek. Remember you can reverse out of the parking structure and accelerate out of it.

If sneaking about the alleys or parks isn't working well, there are several blockers on the roads around here to use. Stopping the squad cars is most helpful.

Or you could head for the train tunnel or the Parker Square Marina to lose your tails. For best results, combine on and off-road driving so the cops aren't directly on your tail and you're driving out of the sphere of influence.

THE WARDS // GETAWAY CONTRACTS

04_MEMBERS ONLY

Starting location: BEDBUG'S ALLEY

Vehicle: Sonarus LX

Enemy: The CLUB

Difficulty:

03:00 // +$3,000

05:00 // +$2,000

∞ // +$1,000

BEAT THIS: 02:54:66 (Anthony Renomeron)

Without the problem of a helicopter, maneuvering away from the Club's four pursuers is a little more straightforward. Here are some plans to try:

Acceleration is good in this vehicle, and staying on the main road is feasible if you're checking the area for steam pipes, traffic lights, and blockers to slow your pursuers down.

Sometimes, the Club sends drivers who aren't too skilled in maneuvering through dirt tracks or the path under the L-train. Try a mix of sharp turns and accelerating away from main thoroughfares.

It's always great to utilize the bridges here that rise vertically, as the enemies simply stop or fall into the river, allowing you swift fleeing opportunities.

BRANDON DOCKS // GETAWAY CONTRACTS

05_IN THE SPOTLIGHT

Starting location: EAST DOCKS PENINSULA

Vehicle: Vesoud HMI

Enemy: The POLICE

Difficulty:

03:00 // +$6,000

05:00 // +$5,000

∞ // +$4,000

BEAT THIS: 02:19:48 (Anthony Renomeron)

Need help extricating yourself from the cops chasing you? Watch for the following in this area:

There's a small gate and rail lines to the left of the dock exit (the latter of which has loads of cops but also blockers you can use). This gate leads you onto the tracks, and closing it behind you effectively blocks all the cops but the chopper.

The vehicle you're driving has a nasty habit of oversteering and losing control more often than other vehicles, so keep the speed slightly down from maximum, unless you're racing down the rail lines.

There are ramps off the rail lines, and a great main road with steam pipes and other obstacles to activate. But bridges are just as effective.

06_PICKUP AND RUN

Starting location: TIDIS INDUSTRIAL WAREHOUSE

Vehicle: Tributary 3500

Enemy: The CLUB

Difficulty:

03:00 // +$6,000

05:00 // +$5,000

∞ // +$4,000

BEAT THIS: 02:57:29 (Anthony Renomeron)

With up to six Club vehicles and a truck that isn't the best at nimbly weaving through narrow places, you may need some extra help completing this mission:

If you want a few extra seconds when exiting the starting location, open the gates so the Club vehicles enter the area. Accelerate hard, heading through the gates but closing them behind you immediately, trapping the pursuers. Or flee quickly, using any of the open exits.

A mixture of off- and on-road antics work well here; maneuver onto

and off the rail lines, dodge into the smelting yards, and use any ramps to change height. Or, locate power transformers, steam pipes, and blockers as you shake off the remaining pursuers.

If you have a group of foes following you, but no one ahead or attempting to outflank you, find and bridge and leave everyone behind.

THE LOOP // GETAWAY CONTRACTS

07_ARMORED PURSUIT

Starting location: TRAFFIC TUNNEL (NORTH)

Vehicle: Convoy

Enemy: The CLUB

Difficulty:

03:00 // +$10,000

05:00 // +$9,000

∞ // +$8,000

BEAT THIS: 02:44:92 (Anthony Renomeron)

Your vehicle may lack the top speed and nimble cornering of other types, but follow this advice to claim gold every time:

The traffic tunnel is good at funneling the enemy cars behind you. Emerge and raise the nearest bridge to impede most of your enemies as early as possible.

Though your truck lacks a good top speed, you can shunt and block enemy cars trying to get ahead of you; this allows you to further waylay the enemy with additional bridge crossings and the usual blockers, steam pipes, and other options.

Learning the area around this starting point is key; there are garages in the traffic tunnels to drive into and hide behind, and make sure you turn a different direction every block, ignoring the narrower alleys where you may get stuck.

08_PLAYING IT SAFE

Starting location: ST. JUDE POLICE LEAGUE

Vehicle: Vespid 5.2

Enemy: The POLICE

Difficulty:

03:00 // +$3,000

05:00 // +$2,000

∞ // +$1,000

BEAT THIS: 00:48:00 (Jean Michel Lavinge)

With the cops on you quicker than normal, try the following to help your predicament:

If you can gather all the cops, except for the chopper, and block them using bollards, you can accelerate to find a drop zone, until your objective updates. Accelerate under the L-train tracks to give the chopper a bit of trouble.

Scoot into the numerous alleys of the Loop; do this before the cops all converge, so you can shake the chopper. Most have blockers you can access to halt pursuers.

Open and enter the garages to keep your foes on their toes. You can also trap cops inside or outside these locations.

09_TRACKED

Starting location: RAIL YARD (THE ISLAND)

Vehicle: Police Squad Car

Enemy: The POLICE

Difficulty:

03:00 // +$6,000

05:00 // +$5,000

∞ // +$4,000

BEAT THIS: 02:58:99 (Anthony Renomeron)

This one's extremely tough, as you'll need to test your e-braking and narrow alley maneuvers to the fullest:

Your vehicle has a tracker that is being deactivated, but this shouldn't impact your normal tactics; it takes 60 seconds to remove, so spend this time shaking off foes as normal.

Accelerating away just isn't going to cut it; you need to access alleys, change direction at every block, and use the scenery to disrupt your pursuers—blockers, steam pipes, bridges, and garages are key.

Though it doesn't help every time, it is possible to start your car, then get out as the chopper arrives, gun the sharpshooter on the chopper (or disrupt it) so it retreats, then flee.

Tip

Having problems completing this one with a Gold Medal? Then use Jam Coms judiciously so you're never caught, once the initial police escape has occurred.

MAD MILE // GETAWAY CONTRACTS

10_ESCAPE ARTIST

Starting location: PARKING LOT NEAR TAYLOR

Vehicle: Sayonara

Enemy: The POLICE

Difficulty:

03:00 // +$10,000

05:00 // +$9,000

∞ // +$8,000

BEAT THIS: 02:36:00 (Jean Michel Lavinge)

This takes a lot of skill and accurate driving; use the following tactics:

Though you can mess around with the cops and drive around the garage, waiting for the power to the doors to return, it's better to access the roof, through the construction signs, and use the circular sculpture as a ramp.

Ease off the throttle as you reach the jump; you're aiming for the L-train tracks! Land on the tracks, and begin a high-speed drive with only the chopper to worry about. Oh, and any oncoming trains on the left side of the tracks.

Continue at top speed, slowing for the corners. Follow the L-train tracks north, until you're out of the police sphere of influence. Though your drop zone may be in another district, you can reach it quickly on the rails without traffic to worry about, and claim the optimal cash. Remember to drop down onto the freeway if the botanical gardens is your drop zone. Another option is to immediately drop from the L-train tracks after the jump, to a flower bed plaza and bridge, and head east through a plaza to shake off the cops.

Tip

Due to the Blackout the cops initiate, try completing this mission during daylight hours!

11_SHOWROOM CONDITION

Starting location: CAR SHOWROOM

Vehicle: Scafati GT

Enemy: The POLICE

Difficulty:

03:00 // +$6,000

05:00 // +$5,000

∞ // +$4,000

BEAT THIS: 01:13:80 (Anthony Renomeron)

Your ride is particularly fast and adept at corners, sometimes scarily so, as it's also prone to fishtailing. So heed the following advice:

Start by attempting some clever weaving; don't head straight for more than a block, using the pedestrian areas and sharp turns down side roads and alleys to confound the police.

Enter any of the parking structures, ideally closing the doors behind you and moving up floors to really lose your foes. This area of town has a number of these structures.

Unlike other vehicles, the sheer speed of this car actually allows you to outrun the police. Use bridges to help aid in your escape, and accelerate through the tunnel to Parker Square or Pawnee. You can visit other districts and still receive a good score at the drop zone.

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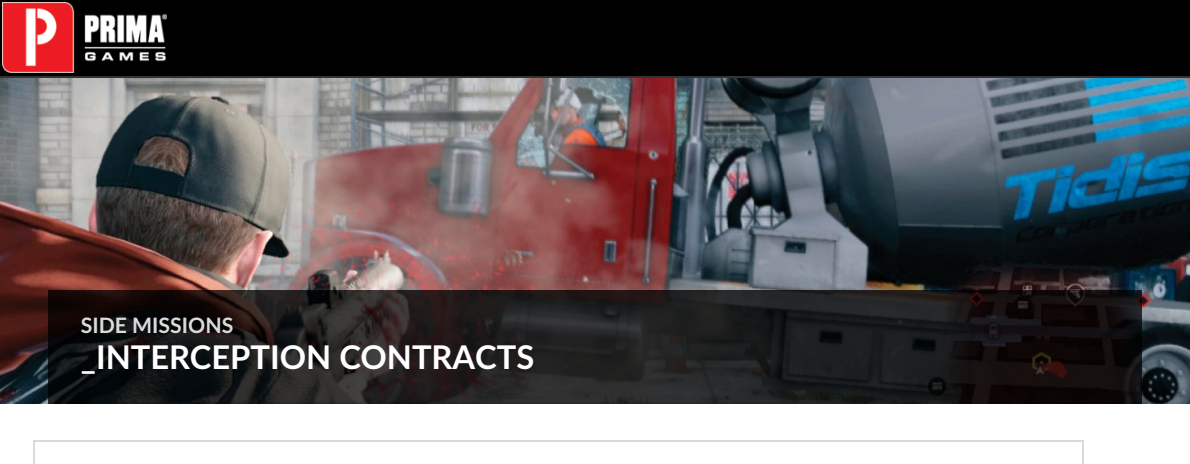
PRIMA GAMES



SIDE MISSIONS

_INTERCEPTION CONTRACTS

OBJECTIVES

- Follow the target
- (Optional) Steal the data
- (Optional) Hack the vehicle to obtain GPS data
- Take down the target

Driving Infiltration

Vehicle Chase

Data Hack

Foot Chase

Lethal Force Likely

Your job is to head to a particular location, which could be anywhere close to a ctOS camera in one of the six districts, and activate the mission. Although there are variations, this mission type takes a similar form:

Locate the target, which is someone in a vehicle within a few blocks of your starting point. You can use any vehicle you want; bring it to the starting point. Drive the vehicle toward the target. Your foe usually follows a specific path, so replaying this mission type allows you to learn the directions the foe heads in. These are always a series of evasive maneuvers.

Note

Although you can bring a vehicle to the starting location and use it to follow the target, there is always a parked vehicle close to the mission start that you can use instead. These are referenced below.

- (Optional) Steal the data
- (Optional) Hack the vehicle to obtain GPS data
- Take down the target

You may need to retrieve data from a target. You can:

Follow the foe until you retrieve the data and the objective updates to taking him down: This isn't recommended, as it takes far too long, and results in minimal cash rewards.

Drive and take aggressive maneuvers, as if you were taking down your target. You don't receive a penalty for this, and once the foe is dispatched, you can hack him for the data anyway. Use this plan all the time.

Once the foe is defeated, the mission ends or a second target appears, and the objectives must be repeated.

Certain data may be hacked on the person himself. Other information is GPS data, which must be obtained by hacking the vehicle, after immobilizing it. Remove your target using all your previously learned techniques. Reference the Training chapter to find out further information:

Vehicle Collisions: Attempt to shunt, sideswipe, or otherwise maneuver your foe into a stationary position, with the vehicle damaged beyond repair, so the foe escapes on foot or dies.

Technology Access: Utilize the traffic lights, spikes, bollards, blockers, bridges, steam pipes, and any other technological advantage to slow down the foe, as the chase continues.

Lethal Force: Whether the foe is on foot or still in the vehicle, you can disable either target with your guns (particularly grenade launchers or IEDs) or a chase and melee strike. Either is advisable.

Caution

The target exiting the vehicle is usually a Gunman or Veteran, but in one case, he's an Enforcer, which means additional combat (or multiple hit-and-run tactics) may be required.

Tip

During this chase, you may be harangued by members of the target's gang affiliation. By far the best strategy is to ignore these entities, and concentrate solely on the target. You usually aren't bothered too much by the foes anyway; just don't let them become a distraction.

Mopping Up: After completing the mission, you may have pursuers to mop up or flee from. Decide whether to violently stop foes from ramming into you (or if you disembark, starting a protracted firefight) or passively escape their searches. Remember, though, that you gain more Experience Points (XP) from bringing down enemies, even though it is more dangerous.

Note

The following tactical information details each Infiltration mission. We have plotted a series of optimal takedown opportunities and have shown other pertinent information.

PARKER SQUARE // INTERCEPTION CONTRACTS

01_THE HUNTER

Starting location: BODEGA, SOUTHWEST PARKER SQUARE

NEAREST VEHICLE: Rotor

ENEMY VEHICLE: Kirscher

Download Requested?: No

Target: Gunman x 1

ADDITIONAL Enemies: None

Difficulty:

+01:30 // +$3,000

+02:30 // +$2,000

∞ // +$1,000

BEAT THIS: 00:21:33 (Anthony Renomeron)

Caution

There isn't that much to threaten you during this mission, but once the foe gets onto the freeway, he's much more difficult to capture within the time limits for the better rewards.

Takedown Opportunity 1: This one is as straightforward as they come; after weaving down a few streets (which you can damage or try to stop him on), he heads left into a construction yard; the narrow gaps and tricky exit are helpful in halting him.

Takedown Opportunity 2: Missed him? Then continue to weave through the streets, which have multiple traffic light opportunities to take. He likes to weave down side thoroughfares like the one near the Owl Motel, so don't get snarled up on obstacles or building corners. If you miss, there are spikes as he merges back onto the main road.

Takedown Opportunity 3: He continues weaving between streets and alleys before dashing for the freeway. He shouldn't really get this far, as there are more steam pipe opportunities, including the one as you head up and onto the freeway, just past the train station.

02 _ROAD SOLDIER

Starting location: EAST PARKER SQUARE, SOUTH OF MARINA

NEAREST VEHICLE: Vespid 5.2

ENEMY VEHICLE: CORE-T

Download Requested?: No

Target: Veteran x 1

ADDITIONAL Enemies: VICEROYS (UP TO 6 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+02:30 // +$10,000

+03:30 // +$9,000

∞ // +$8,000

BEAT THIS: 00:39:62 (Anthony Renomeron)

Takedown Opportunity 1: As you reach the dirt path by the river, heading roughly north, just as the reinforcements appear on your tail, there are numerous shunting opportunities as the foe skids around the trails.

Caution

If you aren't careful, the enemies try to overwhelm you in the hedgerow homes section of town; beware of that and make sure you plot where the foe is going when he flees down the park pavement section.

Takedown Opportunity 2: The foe speeds through the northern part of Parker Square, weaving around the fancy houses, so predict his sharp turns, and attempt to shunt or smash him off the road before he takes the cobblestone trail after a vicious left turn. This leads to the park.

Takedown Opportunity 3: He follows the cobblestones around the baseball grounds near the park, then skids left, heading south to the bodega and the ramp down to the main road leading to the freeway. However, he winds around the baseball stadium and skids left into an alley with bollards at the far end. Raise them, and dash his hopes.

THE WARDS // INTERCEPTION CONTRACTS

03 _HARD SHOULDER

Starting location: WAREHOUSE GROUNDS, EAST CENTRAL WARDS

NEAREST VEHICLE: Hailkal R

ENEMY VEHICLE: Tributary 3500

Target: Gunman x 1

Download Requested?: No

ADDITIONAL Enemies: VICEROYS (UP TO 4 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+01:40 // +$6,000

+03:00 // +$5,000

∞ // +$4,000

BEAT THIS: 00:34:08 (Anthony Renomeron)

Caution

Ignore the Viceroys on your tail, or you'll get bogged down crashing and bashing into them and ruin any time bonuses you might want to attempt.

Takedown Opportunity 1: Aside from running the foe into the rail arch on the road to the freeway, the freeway entrance (and the initial corner) is a great place to block in the foe, shunt him, or get out and fire at him.

Takedown Opportunity 2: The enemy takes off down the freeway and makes the next exit into Parker Square, weaving through alleys and roads and then heading north. There's numerous traffic light or shunting opportunities here.

Takedown Opportunity 3: By now, you're met with more Viceroy resistance, as well as your target trying to squeeze down some increasingly narrow alleys; block and shunt so he can't get out, or wait until he emerges and heads down the street with the steam pipe.

04_CONNECTION INTERRUPTED

Starting location: DIRT GROUND, CENTRAL WARDS

NEAREST VEHICLE: Boxberg LE

ENEMY VEHICLE 1: Core-T

ENEMY VEHICLE 2: Tributary 3500

Target: Enforcer x 1 (Second Vehicle)

Download Requested?: YES (x 2)

ADDITIONAL Enemies: VICEROYS (UP TO 6 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+03:30 // +$10,000

+03:00 // +$9,000

∞ // +$8,000

BEAT THIS: 01:01:00 (Jean Michel Lavinge)

Tip

It's imperative that both of the downloads don't take long. So save yourself lots of time by hemming in the first vehicle and destroying it and the target, and hack the data instead of downloading it.

Enemy 1

Takedown Opportunity 1: You can follow the first target down the wider main streets, under the freeway and into Brandon Docks. Aside from any grenade-punting well ahead of time, you should really raise this bridge to stop the first progression from taking any longer.

Takedown Opportunity 2: Still going? Then the foe usually takes a right turn a few blocks later and heads across a second bridge. That's another place to snag him.

Takedown Opportunity 3: Then he makes a break for it, across the gravel yard, which ends with a blocker to raise. You should have finished downloading by now, but simply waiting for the download to end is a terrible plan. Shunt him, kill him, and hack that data, or he continues along the rail tracks.

Caution

As soon as you download the data, you can safely break off your pursuit of the first vehicle. Don't spend needless additional time chasing it; you're here for the download, and then the second target interception!

Enemy 2

Takedown Opportunity 1: Head toward the second target that needs data downloaded; this guy is driving a truck that's a little heavier. This is great for hitting him in narrow places but not for spinning him about easily. He begins at an underpass, then swerves into a parking lot before following the rail line east.

Takedown Opportunity 2: Watch yourself in the enclosed concrete rail tunnel. As you exit into "Ice Cream Van Alley," you may be struck by enemy vehicles and it's easy to get stuck or spun; try hitting the foe here to finish the mission early.

Takedown Opportunity 3: The truck continues down the rail tracks, winding down past the silos and into the brick factory, where you can usually stop him with a closed gate at the far end; finish this mission way before this point to claim any sort of major cash prize.

Beware! Enforcer!: Watch out! This target is an Enforcer and requires one of the following takedown methods:

- **(Recommended):** Running him over twice in your vehicle.

Tackling him with melee strikes if you have the Enforcer Takedown skill.

Using explosives or exploding infrastructure (such as steam pipes).

Firing at him incessantly in a horribly protracted combat.

BRANDON DOCKS // INTERCEPTION CONTRACTS

05_BANDWIDTH EXCEEDED

Starting location: INDUSTRIAL ENTRANCE, CENTRAL DOCKS

NEAREST VEHICLE: CORE-T

ENEMY VEHICLE 1: Sonarus LX

ENEMY VEHICLE 2: 3.9T

Target: Enforcer x 1, Veteran x 1

Download Requested?: YES (x 2)

ADDITIONAL Enemies: Viceroys (up to 6)

Difficulty:

+03:15 // +$10,000

+06:00 // +$9,000

∞ // +$8,000

BEAT THIS: 01:30:23 (Anthony Renomeron)

Tip

It's imperative that both of the downloads don't take long. So spare yourself some time by shooting or blocking the first vehicle, and hack the data from the foe instead of downloading it, thus saving you masses of valuable time.

Enemy 1

Takedown Opportunity 1: The foe takes off across a bridge, which is excellent for shunting the foe into. If you miss, he tries to head into the debris-strewn rail yard. Close the gate just as he gets there, and then ram him or shoot the vehicle and stop this chase early.

Takedown Opportunity 2: There's another chance to stop this foe as you weave through the debris. Of course, ramming him into some containers is a plan, but he enters the small ramp and through the garage—just close the exit garage door so he can't escape.

Takedown Opportunity 3: Wait, he escaped? Then you've got a drive along the rail track and a swing bridge to move as the foe is on it, trapping him or causing him to drop into the water. After that he stays on the rail tracks for a while before weaving north down the road, under the L-train. Forget your cash bonus if you're at this point (which is when the download is likely to end).

Tip

Remember! You only need to steal the target's data, not remove the vehicle, so once the download completes, follow the route to the second target, ignoring the first.

Caution

Watch out! This driver is an Enforcer, so if your plan is to destroy his vehicle so he sets off on foot, prepare for additional, Enforcer-removing combat to rid yourself of this clown.

Enemy 2

Takedown Opportunity 1: Start the next download at speed, heading west into the Wards. The foe takes a couple of sharp rights, over a blocker, which is your first opportunity to stall him. There's a second blocker at the end of the narrow lane.

Takedown Opportunity 2: After some road weaving, the foe disappears into an industrial yard, then down to the river. There are gates to close if you're quick, or a shunt into the river as you careen around the southern edge of the water.

Takedown Opportunity 3: He's off again! After gunning down the street, he makes a swift left onto the rail tracks. Your download is about at 60% at this point. The narrow tracks and bridge, as well as some concrete barricades as he heads back onto the road, are choice areas for a last-ditch effort. Or use the steam pipes on the road weaving to come.

06 _DERAILED

Starting location: PHARMINGTONS, EAST OF RIVER

NEAREST VEHICLE: Tributary 3500

ENEMY VEHICLE: Tributary 1500

Target: Gunman x 1

Download Requested?: No

ADDITIONAL Enemies: None

Difficulty:

+02:00 // +$6,000

+03:00 // +$5,000

∞ // +$4,000

BEAT THIS: 00:28:02 (Anthony Renomeron)

Note

This is a reasonably straightforward plan; follow the truck and destroy the target, whether he's in or out of the vehicle.

Takedown Opportunity 1: Your target starts off with some pretty adept cornering for such a big truck. Follow him around the streets until he makes a right turn, heading for a side road toward a river. Pushing him into the debris or the water works well here.

Takedown Opportunity 2: He takes off through the rear parking areas and then through a fence, along the rocky grass by the side of the river. Then he's on the rails for quite a while; pushing him into the water or the stationary carriages are sound ideas.

Takedown Opportunity 3: He makes a few errant turns, bashing through fencing and through a barrier (the spikes can stop him here) before he's into the train yard, weaving through debris, and up over a jump. Crashing into him before this point nets you some cash. Or slam him into the bridge you're raising once he's back on the road.

07 _MUSCLE OUT

Starting location: RACINE MARINA, NORTHEAST ISLAND

NEAREST VEHICLE: Carrozza

ENEMY VEHICLE: 571

Target: Veteran x 1

Download Requested?: No

ADDITIONAL Enemies: THE CLUB (UP TO 4 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+03:00 // +$6,000

+04:30 // +$5,000

∞ // +$4,000

BEAT THIS: 00:47:30 (Anthony Renomeron)

Tip

The enemies you encounter can come in thick and fast, but it's best to ignore them and concentrate solely on the fleeing foe, though scenery can be used to waylay any pursuers.

Takedown Opportunity 1: Set off down the wide road, following the foe as he heads near the freeway overpass, then skids underneath it. The first real opportunity for stopping him comes when he makes a left turn into the industrial estate, though if you're quick, you can catch him at the first intersection.

Takedown Opportunity 2: He winds back into the same area a moment later before stopping, reversing, and returning back to the road he was just on. His reversing antics take place near some gas canisters—a great way to end this chase! On the street just outside is a steam pipe; you have two explosive opportunities here!

Takedown Opportunity 3: Head onto the nearby rail tracks for a while. The foe skids right, back onto the road, over a bridge (which you can open). He goes onto a hilly grass area, then makes a wild series of turns onto the road, back onto the grass and dirt, and then through a gravel yard with blockers to try. Then he's back on the rail tracks; the gates usually do him in if you haven't yet.

THE LOOP // INTERCEPTION CONTRACTS

08 _BUFFERING

Starting location: MARINA, EAST SIDE

NEAREST VEHICLE 1: Speedboat

NEAREST VEHICLE 2: Carrozza*

ENEMY VEHICLE 1: Speedboat

ENEMY VEHICLE 2: Sunrise

Target: Gunman x 1, veteran x 1

Download Requested?: Yes (x 2)

ADDITIONAL Enemies: The Club (UP TO 4 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+05:40 // +$6,000

+07:00 // +$5,000

∞ // +$4,000

BEAT THIS: 04:49:41 (Anthony Renomeron)

* The Carrozza is only available if you restart the second part of the chase.

Tip

Chasing a foe on a boat is much more straightforward, but when you remove him as a threat is particularly important when setting up for the second target. Follow the advice below.

Enemy 1

Takedown Opportunity 1: You begin following the target boat; get as close as you can and begin downloading the data requested. It isn't particularly easy to ram or shunt the target boat, but you can do it at the first bridge you come to; strike so the boat hits the support pillars.

Takedown Opportunity 2: As you head northwest along the water, there are three additional bridges to try stopping your foe at. However, none are as helpful as blocking him in at Takedown Opportunity 3:

Takedown Opportunity 3: Just before your foe makes a sharp right turn and heads inland (north), there's a swing bridge you can activate, blocking him and allowing you to gather the rest of the data more easily.

Tip

You can simply follow the speedboat and obtain the hack without resorting to violence, before plotting a route up the main river through town.

Caution

At this point, you don't need to kill the target; just move to the next one. Getting off the boat nowhere near a road will halt all prospects of getting a cash bonus for a quick completion!

Enemy 2

Takedown Opportunity 1: Before you tackle this second foe, pilot your boat north, then right (east) along the river, to the coffee shop on the southern part of Mad Mile. Then jump out, sprint up into the traffic tunnel, and claim a vehicle before speeding to the target's area. You can try a head-on collision before the foe gets going.

Takedown Opportunity 2: During this data hack (which you can always halt quickly by killing the target), the foe heads through some sculptures, down some alleys, and through a parking structure. Closing the garages here helps stop the enemy and lets you claim a sizable reward.

Takedown Opportunity 3: If not, there are blockers, gates, and steam pipes aplenty in the maze of side streets and pedestrian areas in northwest Mad Mile, where your foe is maneuvering before he tries entering the freeway.

09 _DATA LEECH

Starting location: CENTRAL LOOP

NEAREST VEHICLE: Sunrise

ENEMY VEHICLE: Rotor

Target: Gunman x 1

Download Requested?: Yes

ADDITIONAL Enemies: The Club (UP TO 4 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+01:30 // +$6,000

+03:00 // +$5,000

∞ // +$4,000

BEAT THIS: 00:32:00 (Jean Michel Lavinge)

Tip

With such a low time limit to obtain the largest amount of cash, this mission is more about crippling the vehicle, killing the target, and hacking the data than downloading it.

Takedown Opportunity 1: The target takes a large U-turn near the park and heads back under the L-train tracks and then swiftly accelerates into the traffic tunnels. The L-train pillars or the central barrier at the entrance to the tunnels are good places to shunt the foe and stop him.

Takedown Opportunity 2: During the tunnel chase, there are numerous tight corners and a whole load of concrete and steel you can push the foe into. Or raise the bridge you both cross to slow him down enough to tackle him with weapons.

Takedown Opportunity 3: Once he's out of the tunnel, he makes a savage right turn, heads around the tunnel entrance and the roundabout, and zigzags before heading down an alley with a blocker to raise at the start and end of it.

10 _DEADLY LOOP

Starting location: L-Train Junction

NEAREST VEHICLE: Rotor

ENEMY VEHICLE 1: 3.9T

ENEMY VEHICLE 2: 571

Target: Gunman x 2

Download Requested?: No

ADDITIONAL Enemies: None

Difficulty:

+02:40 // +$3,000

+04:00 // +$2,000

∞ // +$1,000

BEAT THIS: 01:04:99 (Anthony Renomeron)

Tip

Two foes in just over two and a half minutes? That's going to be tricky to do without resorting to weapons to quickly remove foes after jamming them in; weapons like the grenade launcher are helpful here. Alternatively, concentrate on one car at a time, ram them, and run over the escaping foe as quickly as possible.

Takedown Opportunity 1: The vehicles head down the road with the L-train above, screech right, and right again into an alley. This is the first time you can mangle one of the vehicles, ideally getting ahead and blocking one, then blowing it up with a grenade launcher. If you miss this chance, blow up the power transformer at the end of the alley, just as they make the left turn past city hall.

Takedown Opportunity 2: After some street weaving, they head down a road with planters in the middle of it. The traffic lights can help slow down these two idiots, so try that as you progress.

Takedown Opportunity 3: They turn just before a steam pipe. Though you can detonate it, the foes usually flee down the alley, but not if you shunt one just before the turn! Then try and scrape them into the alley wall afterward.

Note

The foes are traveling together, which is handy as the takedown opportunities are the same whether one or both targets are remaining. However, when they reach the alley left of the steam pipe, they usually split up.

Takedown Opportunity 4: Expect to take a variety of alleys and main roads from this point on; there are two or three opportunities to use traffic lights and blockers, or ram the foes into the support girders of the L-train. But once the foes split up, you have little hope of catching them and claiming a significant cash sum.

11 _DOUBLE VISION

Starting location: NORTH LOOP

NEAREST VEHICLE: Sonarus LX

ENEMY VEHICLE 1: Vespid 5.2

ENEMY VEHICLE 2: 571

Target: Veteran x 2

Download Requested?: Yes (Hack Only)

ADDITIONAL Enemies: The Club (UP TO 6 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+03:30 // +$10,000

+04:00 // +$9,000

∞ // +$8,000

BEAT THIS: 03:03:29 (Anthony Renomeron)

Tip

That time to beat for the most cash (3.5 minutes) goes extremely quickly, especially as you'll be traveling to the Wards. So deal with the first foe within the time it takes to reach the Wards (prior to your first target entering this district off the freeway), and plot a course to the second target interception immediately afterward.

Enemy 1

Takedown Opportunity 1: Your target takes to the wider streets, ignoring areas with blockers and steam pipes or narrow alleys. He's difficult to keep up with, but there are three traffic light opportunities to try, slowing him down enough to tackle him.

Takedown Opportunity 2: If you can't catch him in the Loop, he heads straight (south) for the freeway to the Wards. As he enters the freeway, he may crash into the central divider; this is the single best time to remove him as a threat, as he can easily escape if you try and follow him into oncoming traffic.

Takedown Opportunity 3: Don't despair if the foe makes it into the Wards; he turns right after the freeway (traffic lights), and there's a large steam pipe opportunity to stop him. Otherwise, he winds through the neighborhoods and under the L-train (where there are blockers to stop him). If you haven't halted his progress by now, forget about a large cash windfall!

Caution

Remove the threat, and watch for Viceroys in the area as you hack the target; don't head to the next interception point before you retrieve the GPS data from this first target vehicle!

Enemy 2

Takedown Opportunity 1: The second foe starts off on a piece of ground near the L-train line. Almost immediately (when he drives down the side road between the white building and the "Food" sign), there's a steam pipe to stop him.

Takedown Opportunity 2: Ram your foe into the trash bins behind the brick building. Otherwise, pursue him through the side streets of the Wards, watching for reinforcements, especially as he takes a sharp right down an alley near the fire station.

Takedown Opportunity 3: Hack the traffic lights near the rail station if you're expecting a reasonable windfall. This reduces as he races through the tenement blocks, though there's a steam pipe on the curved bit of road. After which, expect an off-road and alley chase near Rossi-Fremont, more industrial estate maneuvering, and a final break for freedom on the freeway back to the Loop. But tackle him way before this point.

12_GATEWAY TIMEOUT

Starting location: PARKING LOT, SOUTH LOOP

NEAREST VEHICLE: Sonarus LX

ENEMY VEHICLE: Kirscher

Target: Gunman x 1

Download Requested?: Yes

ADDITIONAL Enemies: The Club (UP TO 4 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+01:30 // +$3,000

+02:30 // +$2,000

∞ // +$1,000

BEAT THIS: 02:14:45 (Anthony Renomeron)

Tip

At this point, you can elect to follow the foe, download the data, and then kill him. But why not simply kill him as soon as possible and hack the data? It's a much easier plan that nets you more cash!

Takedown Opportunity 1: Assuming you're following this foe, he makes a right turn, heading along the wide road with the planters and a steam pipe just before the traffic lights where he turns right. This steam pipe explosion can end the mission in seconds!

Takedown Opportunity 2: Your target keeps to the main streets for the next few turns (use the traffic lights to slow him down, quickening your download time). But he takes a left down a cobblestone street under the L-train, with blockers. Hit him here and hem him in. Or, continue to follow him until he reaches a second cobblestone street and wildly skids left.

Takedown Opportunity 3: He attempts to lose you down several alleys heading east. Then he's back on the main road, where there's another steam pipe opportunity, before reaching the numerous traffic lights and intersections under the L-train.

13 _NUMBER CRUNCH

Starting location: St Jude's Police station, north west loop

NEAREST VEHICLE: Zusume R

ENEMY VEHICLE: Hailkal R

Target: GUnman x 1

Download Requested?: Yes

ADDITIONAL Enemies: The club (UP TO 4 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+02:00 // +$3,000

+03:00 // +$2,000

∞ // +$1,000

BEAT THIS: 00:47:00 (Jean Michel Lavinge)

Tip

Download? Data retrieval? A quick takedown and a hack are much faster, and result in a better payday!

Takedown Opportunity 1: Your foe keeps to the main and side streets in this section of town, meaning shunting him or using the traffic lights are your best means of slowing him down.

Takedown Opportunity 2: After a lark near the park, he eventually makes a left turn, heading down the road near the ctOS construction site. There's a steam pipe a block farther along—your first real opportunity of mayhem.

Takedown Opportunity 3: If not, the foe tries to head through the garage a few blocks later. Not if you close the doors he won't! As he crashes, get out and finish him. If you miss him in the garage, there's a steam pipe another block away that he usually drives over.

14 _ROGUE DATA

Starting location: Parking lot, southwest loop

NEAREST VEHICLE: Papavero

ENEMY VEHICLE: 550S

Download Requested?: Yes

ADDITIONAL Enemies: The Club (UP TO 4 VEHICLES, Gunmen and veterans, 2–3 per vehicle)

Difficulty:

+01:30 // +$3,000

+03:00 // +$2,000

∞ // +$1,000

BEAT THIS: 01:26:05 (Anthony Renomeron)

Tip

As with the other missions involving the downloading of data, this goes a lot quicker if your target is stationary or you've destroyed the vehicle and hacked the data instead!

Takedown Opportunity 1: After the first right turn, there's a set of blockers you can use to stop the foe. As he's driving a fast car, make sure you keep up with him by predicting corners and keeping him in your sights.

Takedown Opportunity 2: He heads across a bridge and a few sets of lights, before making a sharp left turn and entering the traffic tunnels. This is probably the last time to tag him before he escapes to Parker Square, so shunt him into a road pillar.

Takedown Opportunity 3: He moves through Parker Square at speed, then turns into the park, heading along the pedestrian paths. Shunt him here before cutting in by the Botanical Gardens and heading to Pawnee! If you haven't stopped him by now, forget the big cash prize.

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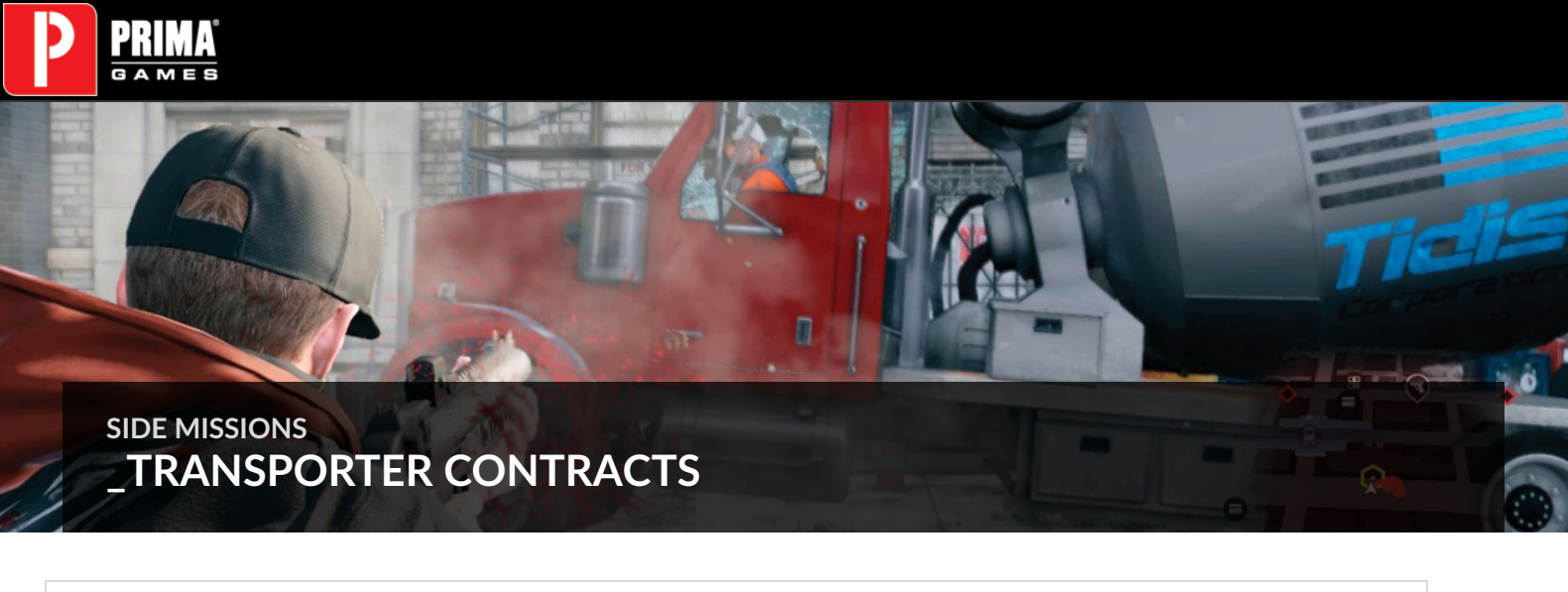

SIDE MISSIONS

_TRANSPORTER CONTRACTS

OBJECTIVES

- Acquire the vehicle
- Deliver the vehicle to the drop-off location
- Acquire the next vehicle
- Deliver the vehicle to the drop-off location

Driving Infiltration

Vehicle Chase

Your job is to head to a particular location, which could be anywhere close to a ctOS camera in one of the six districts, and await further instructions. Once you activate the mission, you are contacted and your job is explained. Although there are variations, this mission type always takes a similar form:

- Acquire the vehicle
- (Acquire the next vehicle)

Look to your minimap and secure the vehicle in question, which is about a block away from your starting point, or the drop-off point if this is the second or third vehicle you are to drive. As soon as you enter the vehicle, the objective updates:

- Deliver the vehicle to the drop-off location

Several elements now appear. A damage meter is in the upper-left corner of your screen. This shows how much damage you can cause your vehicle before it becomes worthless to sell and the mission fails. Feel free to smash, crash, or otherwise scrape the vehicle up to, but not to exceed, the damage rating (this doesn't affect your reward).

The number of vehicles you're transporting (usually three) appears as gold hexagons, which fill in as the mission progresses.

Now check your map, which has the drop-off location. This is always the same and is either the location of the next vehicle you're transporting or the final location, which ends the mission.

Tip

You can squeeze between vehicles, lightly scrape corners and walls, and take out stop signs, usually without damaging your vehicle to the extent that it loses value. But anything more severe reduces the dollar amount.

Plot a course to this objective checkpoint (or follow the advice to come), using shortcuts as you see fit. Also be aware of the following:

You're attempting to complete this as quickly as possible. Don't crash, take detours, or hit pedestrians to the extent the police are summoned, as this can cause minimal cash rewards or fail the mission entirely.

Each time you drop off a vehicle, an amount of time (listed below) is added to your clock. Complete the last drop-off with the longest time remaining that you can.

There are ways to land vehicles (with bikes, have both wheels land on the ground at the same time) without incurring damage. Take ramps a little slower than you might think so you don't lose control.

Vehicles ending up in the water (with boats being the obvious exception) fail this mission.

Note

The following sections detail each Transportation mission. We have plotted a series of optimal routes and provided other pertinent information. Follow this advice for guaranteed Gold Medal rewards, though you may be able to find faster routes with countless hours of practice!

PAWNEE // TRANSPORTER CONTRACTS

01_THE BADLANDS

Starting location 1: freeway Construction site

Starting location 2: Pawnee Sawmill

Starting location 3: BLUME FACILITY

FINISHING location: Crazy Moose MOTEL GROUNDS

Vehicle 1: $4,000 / Steadfast 3000

Vehicle 2: $2,000 / Kuruhawa Motorsport 450

Vehicle 3: $16,000 / Boxberg LE

Difficulty:

+01:30 // +$10,000

+00:30 // +$9,000

+00:00 // +$8,000

BEAT THIS: 02:27:00 (Jean Michel Lavinge)

Start Time: 01:30

Finish Time: 00:40 (00:50 seconds)

Vehicle 1 Route: Head to the right of the train tunnel, over the jump (don't accelerate too hard). Follow the dirt trail to the main road. Take the (slightly quicker) winding road to the right, passing Pawnee Beach. Rejoin the main road at this covered bridge, bearing left before the bridge across the dirt and slowing down at the marsh. Weave over to the open bridge and the sawmill. Park the truck, then vault up the wooden piles to the bike sitting atop them.

Start Time: 02:10 (+01:30 seconds)

Finish Time: 01:00 (01:10 seconds)

Vehicle 2 Route: Launch off the ramp, making sure you hit the dirt trail with both wheels to avoid damaging the bike (do this for any jumps). Drive down the dirt path, over the rock ramp across the dam pond, and onto the main road. Though you can keep the crazy jumps going, it's actually quicker to stay on the main Pawnee tarmac, passing the gas station and heading straight through town all the way to Blume. Drive quickly and accurately into the parking lot at the Blume building, and secure the final vehicle.

Start Time: 02:50 (+01:50 seconds)

Finish Time: 02:05 (00:45 seconds)

Vehicle 3 Route: This motor is speedy but a little wide to be supremely nimble. At the second junction on the way down the hill, turn left so you're heading straight for the freeway construction site. Aim accurately, easing off the gas as you jump through the suspended freeway section and land on the other side. Head through the tunnel, and swerve right just before the motel to crash through the fence to the finish point.

PARKER SQUARE // TRANSPORTER CONTRACTS

02_HOT PROPERTY

Starting location 1: SOUTHEAST PARKER SQUARE

Starting location 2: DIRT GROUND, WEST PARKER SQUARE

FINISHING location: Alley, northwest Loop

Vehicle 1: $5,000 / Core-T

Vehicle 2: $5,000 / Kirscher

Difficulty:

+00:30 // +$3,000

+00:20 // +$2,000

+00:00 // +$1,000

BEAT THIS: 00:46:43 (Anthony Renomeron)

Start Time: 01:30

Finish Time: 00:35 (00:55 seconds)

Vehicle 1 Route: Sometimes it's easier to take the streets, so accelerate west, avoiding the traffic and remaining in the middle of the road, passing over the train tracks and freeway, under the arch clock, and head right (north) at the Owl Hotel. Keep this up, watching for the odd zigzag just before you head behind May Stadium (there's a ramp on your left near the zigzag, but this can slow you down when you smash through the half-finished building). When the road ends in a right turn, slow slightly and head left, onto the dirt path to the next vehicle. Drive up between the rocks and avoid the trees, then rush across to the parked car on the grass.

Start Time: 02:05 (+01:30 seconds)

Finish Time: 00:50 (01:15 seconds)

Vehicle 2 Route: Accelerate off the ramp and land on the road without crashing and slow enough not to damage the vehicle. Head down the freeway tunnel, straight into the Loop. Go into town and cross the bridge, using the GPS to guide you to the left turn. Continue accelerating north, then brake and skid right half a block before the L-train, into an alley and the finish.

03_STRAIGHT AND NARROW

Starting location 1: WEST BAKERY, PARKER SQUARE

Starting location 2: ALLEY, SOUTH LOOP

FINISHING location: OVERNIGHT HOTEL, MAD MILE

Vehicle 1: $5,000 / Carrozza

Vehicle 2: $4,000 / 3.9T

Difficulty:

+00:20 // +$3,000

+00:10 // +$2,000

+00:00 // +$1,000

BEAT THIS: 00:45:00 (David S J Hodgson)

Start Time: 01:40

Finish Time: 00:30 (01:10 seconds)

Vehicle 1 Route: It's a straight road across Parker Square to reach the freeway that heads leads to your checkpoint. Accelerate hard, and if you have the skill, keep to the left (into oncoming traffic) as the freeway bends around to the left. Then follow the best driving lines to cut corners along the freeway's curves. You don't need to leave this freeway, as it finally becomes part of the Loop. Stop at the checkpoint in the alley one block to your left.

Start Time: 01:50 (+01:20 seconds)

Finish Time: 00:40 (01:10 seconds)

Vehicle 2 Route: With poor handling and top speed, it's worth trying to find a straight shot to the finish line, which is fortunate, because that's eminently possible: Head left out of the alley, around the corner, and head north. Open the garage door ahead of you, and drive into and out of the garage after opening the second door (you need to slow here). Then speed up, continuing straight, braking at the second garage. Plow straight through and up the exit (open that door). Then drive to the finish outside the hotel. Easy!

THE WARDS // TRANSPORTER CONTRACTS

04_GRAND TRIATHLON

Starting location 1: STRIP MALL (SOUTHWEST WARDS)

Starting location 2: MARINA (EAST PARKER SQUARE)

Starting location 3: JETTY (SOUTHWEST ISLAND, MAD MILE)

FINISHING location: Garage (East Mad Mile)

Vehicle 1: $5,000 / Sayonara

Vehicle 2: $8,000 / Speedboat

Vehicle 3: $12,000 / Scafati GT

Difficulty:

+00:20 // +$10,000

+00:10 // +$9,000

+00:00 // +$8,000

BEAT THIS: 00:48:64 (Anthony Renomeron)

Start Time: 01:25

Finish Time: 00:25 (01:00 seconds)

Vehicle 1 Route: Though main roads aren't recommended by your employer, they provide the quickest route on your bike. Heading under the L-train tracks or using the rail lines actually takes longer. Instead, follow the main road north, onto the freeway into Parker Square. Continue to the right corner with the park on your left, over the bridge (freeway). Turn left, lining yourself up with the marina to the north. Crash through the railing and land on the marina jetty; try not to overshoot.

Start Time: 01:55 (+01:30 seconds)

Finish Time: 00:50 (01:05 seconds)

Vehicle 2 Route: Sprint to the boat, which offers an extremely straightforward journey from the marina to a jetty on the island southwest of Mad Mile. Head roughly northeast, staying to the left of the three islands and avoiding the concrete supports as you pass under the freeway and rail bridges. Watch the land on the right; glance past it as the water opens up into the bay with a direct line to your checkpoint. Continue on a collision course with this pier, slowing at the last second and pulling up parallel, so you can exit and hop onto the pier, not into the water.

Start Time: 02:15 (+01:25 seconds)

Finish Time: 01:05 (01:10 seconds)

Vehicle 3 Route: Vault across the concrete planter and race up the stairs to your monstrous motor. Take a few seconds to spot the finish area—a garage over on the eastern side of Mad Mile. You can use the GPS, but there's an easier route with fewer turns: Make a left, then follow the road around the tight right corner. Cut diagonally left toward the bridge, heading east, and accelerate hard as you follow the L-train line until it curves to the left. Slow and skid right, into the pedestrian area, down an alley heading east. Open a garage door, then a second almost instantly. You're then three blocks in a straight line from the garage on your right, and the finish inside this structure.

BRANDON DOCKS // TRANSPORTER CONTRACTS

05_DELIVERY MAN

Starting location 1: SOUTHEAST RAIL YARD

Starting location 2: SOUTH RIVER JETTY

Starting location 3: UNDERPASS JETTY (THE LOOP)

FINISHING location: NORTHWEST ALLEY (THE LOOP)

Vehicle 1: $5,000 / Vespid HMI

Vehicle 2: $5,000 / Speedboat

Vehicle 3: $5,000 / Carrozza

Difficulty:

+00:30 // +$6,000

+00:20 // +$5,000

+00:00 // +$4,000

BEAT THIS: 00:43:92 (Anthony Renomeron)

Start Time: 01:30

Finish Time: 00:35 (00:55 seconds)

Vehicle 1 Route: There are rail tracks to the right, which are easily spotted and lead to a garage and the yard, which is tricky to navigate through, especially with a vehicle that has imprecise cornering! Instead, drive over the grass to the left, up the container ramp, and onto the left rail tracks. This allows you to progress quickly and directly to the checkpoint. Line up for the metal warehouse entrance, bear left around the carriage, and watch the traffic as you cross the road. Drift right at the cylindrical engine carriage and slow down. Very slowly drop off the concrete side of the rail tracks onto the road below, making a sharp right turn and roll onto the checkpoint.

Start Time: 02:35 (+02:00 seconds)

Finish Time: 00:50 (01:45 seconds)

Vehicle 2 Route: Rush to the right of the cluster of crates, down the path to the small jetty, and accelerate quickly along the water; avoid wooden buoys and the edges of piers so you aren't slowed down. At the end of this river area at the junction, head left (west), then northwest, and finally north, watching for more buoys. Bridges automatically rise, so slow down and scoot under the lifting one rather than hacking it (which lowers it, wasting your time). In the wide expanse of water, plot a direct path to the checkpoint but avoid the bridge supports; weave around them, as they can stall you if you try to sneak between the narrow gaps of the columns. Moor your boat at the Loop jetty, parallel so when you disembark you land on the wooden platform, not the water.

Start Time: 01:50 (+01:00 seconds)

Finish Time: 00:55 (00:55 seconds)

web-gallery

Vehicle 3 Route: There are numerous shortcuts, but this is the best way: head right, cutting the left corner as you reach the road with the bumps heading up. Plot a GPS course to your goal. You can try cutting right, up the steps to the two-lane road that leads to the checkpoint, or heading east a block and then north, up this street. The goal is the alley on your right, just before the road hits the river, between the buildings with a "Design" sign and an eye insignia.

06_INDUSTRY STANDARDS

Starting location 1: NORTH DOCKS RAIL LINE

Starting location 2: UNLOADING BAY, THE WARDS

Starting location 3: GARAGE PARKING LOT, WEST DOCKS

FINISHING location: GRASSY INDUSTRIAL ZONE, SOUTHERN DOCKS

Vehicle 1: $6,000 / Tributary 1500

Vehicle 2: $3,000 / Kuruhawa Motorsport 450

Vehicle 3: $4,000 / Zusume R

Difficulty:

+00:35 // +$6,000

+00:20 // +$5,000

+00:00 // +$4,000

BEAT THIS: 00:47:58 (Anthony Renomeron)

Start Time: 01:25

Finish Time: 00:30 (00:55 seconds)

Vehicle 1 Route: Open the gates of the rail line first so you don't slam into them; accelerate quickly as you head west. Though you can head left onto the road, another option is to follow the rail line as it bends right slightly, then get off, swerve left under the bridge, and cut across the fenced gardens in a diagonal off-road maneuver through the next streets. Watch for parked cars, and accelerate hard along the road, passing the apartment buildings of the Wards. Follow the road as it bends to the left. Then smash through the parking lot fence and avoid the L-train pillars to gain some time as you reach the unloading bay and checkpoint.

Start Time: 01:45 (+01:15 seconds)

Finish Time: 00:55 (00:50 seconds)

Vehicle 2 Route: Rush south, under the L-train tracks to reach the bike (not the car parked in front of it!) at the family dining cafe. Check the map; you can drive under the L-train tracks and exit right onto the dirt ground to reach the garage checkpoint. But the cross-traffic and debris can cause accidents. It's just as quick to head right and then left (east), along the main road parallel and just south of the L-train, where you can reach a faster top speed. Ignore the road lanes and cut any corners you can. The checkpoint is the side of the parking area in front of a garage.

Start Time: 02:05 (+01:10 seconds)

Finish Time: 01:15 (00:50 seconds)

Vehicle 3 Route: Enter the vehicle, and drop to the right. Turn left at the junction so you pass under the rail tracks and drive along the four-lane road, avoiding traffic and cutting corners. When you see the white metal building with the graffiti on your left, swerve left just after it, onto the rail tracks, and avoid the stationary carriages. Just as the rail line curves right, slow and drive down the grassy embankment to the finish.

07_PIER PRESSURE

Starting location 1: Shipyard, PARKFIELD TRAIN STATION

Starting location 2: NORTH EAST LOOP PIER

Starting location 3: EAST MAD MILE PIER

FINISHING location: WEST ISLAND, MAD MILE GARAGE

Vehicle 1: $5,000 / Boxberg LE

Vehicle 2: $5,000 / Patrol Boat

Vehicle 3: $5,000 / Kodachi

Difficulty:

+00:30 // +$6,000

+00:20 // +$5,000

+00:00 // +$4,000

BEAT THIS: 00:39:08 (Anthony Renomeron)

Start Time: 01:40

Finish Time: 00:35 (01:05 seconds)

Vehicle 1 Route: Stomp on the gas and head over the tracks, onto the road, watching the curb as you drive past the Racine sign. Cut across traffic to the freeway entrance. At this point, ignore lane discipline and weave through traffic, squeezing between lanes of traffic. Plot a GPS along the freeway, using the off-ramp marked "The Loop Riverside." Slow down at the ramp's end (use the on- or off-ramp, depending on which side of the freeway you're on) to avoid slow-moving traffic. It's only a few meters to the drop-off point in the curved turn-about area near the small brick building. Sprint across to the pier now, heading east.

Start Time: 01:45 (+01:10 seconds)

Finish Time: 00:45 (01:00 seconds)

Vehicle 2 Route: Take to the east bay on your police boat, heading north under the bridge, then east out into the deeper waters. Turn left as the bay opens up, but hug the land to the left as close as you can without hitting anything. Watch the concrete buoy. Just after the buoy is the dock to land at; be sure you're parallel and can hop off easily, not into the water.

Start Time: 02:15 (+01:30 seconds)

Finish Time: 00:55 (01:20 seconds)

Vehicle 3 Route: Sprint up to the bike on the edge of the cobblestones, and zoom west. Continue up this path as it turns into a road. Open the garage, which allows you to head through without making any turns. Slow a little as you slightly lean right, into the alley with the shallow steps; position yourself so you're through the alley without hitting any protruding walls. Then it's a simple matter of accelerating wildly as you pass under the L-train tracks, all the way to the bridge. Brake severely and skid left, weaving through the parked cars to the checkpoint outside the garage.

THE LOOP // TRANSPORTER CONTRACTS

08_MUSCLE MEMORY

Starting location 1: WIND HILLS SPA, SOUTHWEST LOOP

Starting location 2: ALLEYWAY, NORTH PART OF THE ISLAND

Starting location 3: Gang Alley, North part of The Loop

FINISHING location: Taxi Drop, North Mad Mile

Vehicle 1: $5,000 / Sonarus LX

Vehicle 2: $8,000 / Hailkal R

Vehicle 3: $6,000 / Adamant S-Series

Difficulty:

+00:20 // +$3,000

+00:10 // +$2,000

+00:00 // +$1,000

BEAT THIS: 00:09:27 (Anthony Renomeron)

Start Time: 01:00

Finish Time: 00:25 (00:35 seconds)

Vehicle 1 Route: The trick here is to know which bridge to cross. Although your GPS points to staying on the first road and heading north for a while, it's better to cut across the sidewalk as you set off, and again at the lights, and cross the bridge on your left at the top of the hill. Then it's a right one block later, lining you up with a straight run toward the L-train overpass. As soon as you go under the L-train tracks, brake and look for the alley half a block later on your left; park down here.

Start Time: 01:40 (+01:15 seconds)

Finish Time: 00:35 (01:05 seconds)

Vehicle 2 Route: After a mad dash north to the second vehicle, cut diagonally onto the road you just came from, cutting in on the right turn toward the L-train tracks and the bridge; then cut in onto the curved left turn and the road that follows the river. Follow it with your foot firmly planted on the gas, slowing only as the road starts to bend left. Look for the small parking lot with the hut, and keep to the right. Park and vault off the left side of the concrete wall to land on the pallets to break your fall.

Start Time: 01:35 (+01:00 seconds)

Finish Time: 00:45 (00:50 seconds)

Vehicle 3 Route: Though you can maneuver up and out the steps, using the underground traffic tunnels and other shortcuts is slightly quicker if you know where you're going: Open the garage door and the second one leading to a sharp left turn into the traffic tunnels. Approach the bridge on the left side (oncoming) and open the garage door ahead. Slow as you enter the winding tunnel, stay to the very right to avoid the low concrete wall, open another garage door, and you're out onto a proper road for one block; cut to the left over the pedestrian area, then back onto the road to the YM Center. Skid left, head up the steps, and go through the gap to the stairs and the taxi drop point and finish.

09_URBAN EXPLORATION

Starting location 1: NORTHWEST LOOP (WASHINGTON/WELLS STATION)

Starting location 2: UNDER THE FREEWAYS, SOUTHEAST LOOP

Starting location 3: NORTHEAST BUSINESS PARK, MAD MILE

FINISHING location: HOTEL ENTRANCE, NORTHWEST MAD MILE

Vehicle 1: $4,000 / Chopper

Vehicle 2: $10,000 / Papavero

Vehicle 3: $8,000 / Sunrim

Difficulty:

+00:25 // +$6,000

+00:15 // +$5,000

+00:00 // +$4,000

BEAT THIS: 00:23:05 (Michael Camiré)

Start Time: 01:15

Finish Time: 00:30 (00:45 seconds)

Vehicle 1 Route: You're heading almost directly due east, so floor it, head down the alley, cross the street, and go into the concourse of city hall. Crash out the window at the far end, and lean left and right as you reach several alleys to jet down. When you reach the steps and L-train, turn right, then left as you cross the street and into another alley. Swing left to avoid the building, then continue in a roughly straight line. Head over a ramp, landing with both wheels on the ground. Stop at the left curve a block later.

Start Time: 01:40 (+01:10 seconds)

Finish Time: 00:40 (01:00 seconds)

Vehicle 2 Route: This route is significantly more difficult, as there isn't a direct path across the river. Don't get caught up using the freeway; instead head up the steps, go north toward the river, and swing left. Make the first right, across the bridge. Continue north, running straight down this major artery until you pass the ramp sculpture and go under the L-train tracks. Brake and steer left, opening the garage door and brake. Then enter the garage and open the door opposite, leading you out and easily into the checkpoint.

Start Time: 01:45 (+01:05 seconds)

Finish Time: 00:40 (00:55 seconds)

Vehicle 3 Route: Now for a spot of lunacy. Ignore the GPS route and accelerate out across the sidewalk, following the L-train tracks above you. When they disappear, try to skid right, crossing the grassy area and moving along the road with the freeway above and right of you. Or, if you can't avoid the rocks, continue on the road to the dip and skid right, then left, toward the bottom of the freeway. Then line up the gap just left of the massive freeway pillar, crash through the trees (you can pass through the shrubs), and bounce into the parking lot and the finish.

MAD MILE // TRANSPORTER CONTRACTS

10_LAP OF LUXURY

Starting location 1: PARKING LOT, WEST MAD MILE

Starting location 2: GARAGE, PARKER SQUARE NORTH

Starting location 3: ALLEY, TWO BLOCKS NORTH OF MAY STADIUM

FINISHING location: ALLEY, NORTHEAST WARDS

Vehicle 1: $12,000 / 550S

Vehicle 2: $8,000 / Rotor

Vehicle 3: $10,000 / 336-TT

Difficulty:

+00:25 // +$10,000

+00:15 // +$9,000

+00:00 // +$8,000

BEAT THIS: 00:39:51 (Anthony Renomeron)

Start Time: 01:20

Finish Time: 00:30 (00:50 seconds)

Vehicle 1 Route: This first route should be planned to gain you extra seconds compared to the more tricky subsequent routes. Crash through the fence onto the main road heading west, with the L-train on your left. Speed over the bridge, down into the tunnel (stay in the middle to avoid ramming into traffic), then cut inside the corners as you accelerate into Parker Square. Slow slightly as the road narrows, but stay away from the grass or sidewalks so you don't hit anything fleshy. Cut in, over the grass and across the road into the gas station. Park behind it, scrambling to reach the second car.

Start Time: 01:40 (+01:10 seconds)

Finish Time: 00:20 (01:20 seconds)

Vehicle 2 Route: You can cut across the park, but you risk dipping into the lake and killing dozens of people, and the bumpy grass slows you down. You can take a shortcut onto the rail lines to the west (right), but that's also slow as you need to maneuver down the grassy embankment near the checkpoint. So simply follow the GPS route without slowing down or hitting anything; it's actually quicker than these shortcuts! Speed right out of the garage, following the road as it curves left. Go downhill (cutting in on the sidewalk where you can) to another sharp left curve, then one to the right. Cross a couple of busy intersections, weaving down to the fenced grass area; even this can result in a crash, so stay on the road, left of the checkpoint, and park. Sprint east, behind the building with the red awning, over the small wooden fence to reach the last vehicle.

Start Time: 01:25 (+01:05 seconds)

Finish Time: 00:35 (00:50 seconds)

Vehicle 3 Route: Getting to the Wards in under a minute? Madness! Well, unless you keep to the main road that's directly south of here. Accelerate hard, staying in the middle of the road with May Stadium to your left. Cut left and right at the junction (plowing through the fence slows you down). Weave through traffic without slowing, then onto the freeway. Stay right of the water barrels and concrete divider so you don't hit oncoming traffic. As the freeway ends, brake hard and skid left and immediately right, into the alley and the finish.

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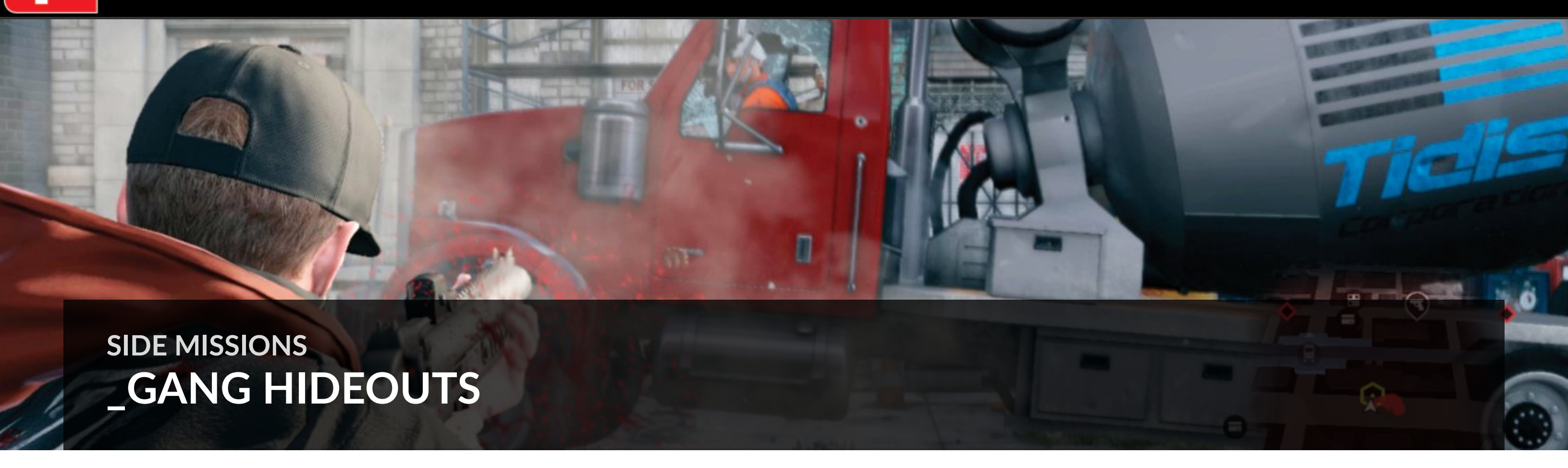

SIDE MISSIONS

_GANG HIDEOUTS

Video is restricted

GANG HIDEOUTS Overview

As a roving free agent, you are sometimes called upon to intimidate a target (or group of targets) under a particular set of circumstances. There are 15 such "Gang Hideout" jobs to undertake and one Exclusive mission.

Note

The "exclusive" Gang Hideout mission can count toward the total you need to complete but is not required.

Tip

Play Online Contracts to gain Notoriety points and unlock the Contract Bonus notoriety skill. This will increase your cash rewards by 25%.

TOTAL/15 (+1) Missions: In order to complete the Gang Hideouts section of the Progression Tree, you must successfully finish all 15 of these missions. They appear randomly as follows:

As you complete main missions, more Gang Hideouts become available.

As you profile and hack civilians bearing the Gang Hideout icon.

Gang Hideouts become available once you complete specific main missions:

- **Phase I ($2,500 Reward):** These are accessible once Main Mission Act I/7: Thanks for the Tip is completed.
- **Phase II ($5,000 Reward):**These are accessible once Main Mission Act II/6: Jury-Rigged is completed.
- **Phase III ($10,000 Reward):**These are accessible once Main Mission Act III/3: A Pit of Paranoia is completed.

You are contacted via the world map when one is available, so the order these are presented in this guide isn't necessarily the order you'll complete them in. We present them by district, then alphabetical order.

Here is a complete list of Gang Hideouts:

Available Gang Hideouts

District	Number and Name	Phase	Number of Targets/Total Foes	Reward
Pawnee	01/Beached	II	3/9	$5,000, 2 Skill Points
Pawnee	02/Burning Bridges	III	3/10	$10,000, 2 Skill Points
Pawnee	03/Decapitated	III	1/10	$10,000, 2 Skill Points
Pawnee	04/Out of the Woodwork	III	2/5+6	$10,000, 2 Skill Points
Parker Square	05/Union Dues	I	1/9	$2,500, 2 Skill Points
The Wards	06/Compliments for the Cook	II	1/10	$5,000, 2 Skill Points
The Wards	07/Swap Meet	I	1/10	$2,500, 2 Skill Points
Brandon Docks	08/Gone in a Flash	II	1/10	$5,000, 2 Skill Points
Brandon Docks	09/Packing	I	1/9	$2,500, 2 Skill Points
Brandon Docks	10/Port Authority	I	1/9	$2,500, 2 Skill Points
The Loop	11/No Parking	I	1/10	$2,500, 2 Skill Points
The Loop	12/Street Cleaning	I	1/7	$2,500, 2 Skill Points
The Loop	13/Two for One	I	1/10	$2,500, 2 Skill Points
Mad Mile	14/The Low Road	III	1/10	$10,000, 2 Skill Points
Mad Mile	15/The Tower	I	1/10	@2,500, 2 Skill Points
The Wards	Special/Signature Shot	After Act I/8 A Wrench in the Works and CTOS Centers Unlocked	1/10	+800XP, Viceroys Outfit, Biometric Rifle

GANG HIDEOUTS OBJECTIVES // OVERVIEW

Reach the target location
Profile the target(s) and take them down
Target is attempting to escape
Leave the area or eliminate the remaining enemies
Kill all [enemies] or escape

Infiltration

Vehicle Chase

Escape

Lethal Force Likely

Melee Force Likely

Your job is to head to a particular location, which could be anywhere close to a ctOS camera in one of the six districts, and await further instructions. Once you activate the mission, the job is explained. Although there are variations, this mission type always takes a similar form.

Reach the target location

Close to your starting point is a "restricted area" (denoted by a red boundary on your minimap), with several enemies of a particular faction. This could be a plot of land, a parking lot, or a building of some kind. You can move in and out of the "restricted area" as you wish, but you can't stray too far outside the area boundary, or you receive a countdown to mission failure.

Profile the target(s) and take them down
Target is attempting to escape

The plan is always the same; you have a target that isn't immediately visible to you. Profile him by bringing out your smartphone and moving close to him until the yellow target marker appears over him, or by accessing any security cameras and panning around until you can mark him remotely. Also use these cameras to learn the layout of the area. (ctOS scanning is excellent for tagging all the enemies within a restricted area, but won't show the target.)

As you profile the target(s), you can also mark the henchmen guarding him, allowing you to see them move through obstacles and walls. Some foes are fitted with cameras, allowing you to gain more knowledge of patrol routes and the layout of the area.

Note

Some missions may feature variations on the single target threat, such as more than one target to neutralize, targets who escape by vehicle, or targets who can be killed.

You're almost always called upon to utilize nonlethal force to bring down your target (as the goal of this mission type is "intimidation," not "massacre"). This means stealthy tactics are preferred over gunplay, unless otherwise specified. Sneak up on your foe and bring them down with a melee strike. If the alarm is raised, you still need to use melee attacks against the target (but for anyone else, take them down with any weapon you wish, as long as the target isn't hurt collaterally).

Leave the area or eliminate the remaining enemies
Kill all [enemies] or escape

When the target is removed (and any foes between you and the target), you can eliminate any remaining enemies or reinforcements if the alarm is raised. Anyone who isn't a target can be killed in whatever way you wish, unless otherwise specified. You can gun down everyone except the target. Or you can use stealth to take down the targets and then all the remaining enemies, or switch to guns after the targets are down.

If reinforcements are called (which usually happens once you're discovered), look for their incoming vehicles on the map. There are usually two, four, and sometimes up to six foes. Use the general tactics for escaping or facing these reinforcements.

If no reinforcements are called, simply ignore or defeat any nonessential enemies to complete the mission.

Note

The following sections detail each mission. We note insertion points and any optimal takedown methods and provide other pertinent information. Also check the guide maps for item drops (usually ammunition).

Tip

Due to the sheer number of ways to complete each mission, only methods deemed particularly helpful and resulting in quick completion are noted. You may concoct other plans that yield similar results. You can also hack the comms and grenades of some enemies (randomly), which usually causes foes to become more alert. Feel free to mix in this tactic with the strategies presented in this chapter.

Tip

Remember it's sometimes better to use violence (if there are few Shot-Callers you can target first) or prompt the target to flee (so you can catch him on the route you've already learned). Such tactics are flagged. You should also think about preparing for each Gang Hideout by stocking up on lures, Spec-Ops weaponry (that fires without alerting the enemy), and ctOS scans to help locate the enemy.

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SIDE MISSIONS

_GANG HIDEOUTS // PAWNEE

_BEACHED

location/Pawnee Beach

Enemy/MILITIA

NUMBER OF TARGETS: 3 (Veteran x3) // THEY DO NOT FLEE

NUMBER OF ENEMIES: 9 (Veteran x5, Elite x4)

Shot-Callers x2 (Elites)

Hidden Cameras x3 (Elites)

Difficulty: ($5,000 Reward)

REINFORCEMENTS: two vehicles (Gunmen x2, veteran x2)

You begin at the wooden bus stop on the road south of the lake. The beach you're invading is to the northeast, down the road. Follow the rough path alongside the road or hop the wooden barrier and head to the rocks near the fishing sign to start your remote viewing.

Utilize the camera atop the pavilion where the drinks are served so you can easily mark all nine enemies, including the three you need to defeat without raising a gun to their heads. Or, locate the three foes with cameras on them, and view their patrol paths, picking out the targets along the way.

Insertion Points

The Militia Beach is a collection of rickety fencing, rusty playground equipment, marshy ground, low debris to hide behind, a pavilion with a camera on it, sagging piers, and rocky outcrops. It is across the water from Pawnee's ctOS control center.

Playground and Roadside

Good access from the path behind the rocks near the fishing sign, but watch for the slightly open spaces near the bike (a good escape vehicle) and the shed (great for sneaking behind). The pavilion is easy to reach from here, and the foes are usually gazing into the lake, allowing you reasonably easy access into the center of this location.

West Marsh

The soggy ground and debris left of the main action allows you to sneak around, snipe from, and flank the enemies, but the low ground isn't particularly good for long-range takedowns.

East Rocks

Another great location to move to, as a single route through here using stealth is much more difficult than darting in and out and around to another insertion point. The gap between the rocks near the tree and pavilion is perfect for stepping out to tackle another foe.

North Lake

Approach from here, and you're completely exposed. With a boom on the water and numerous foes with high-power rifles on the jetty, come here with superior firepower and projectiles or not at all.

Progression Plans

The following stealth maneuver ensures you tackle all three foes and don't have to deal with any other enemy (unless you want to reveal your position). You can also tackle the targets in any order, if you aren't seen.

Aggressive // Stealth: Punishment on the Promontory

Difficulty:

Head along the rough path from your starting point, wading through the marshy ground to the left (west), toward the boat on dry mooring and the jetty with the waste bin. Wait for the first target to wander onto the jetty, then tackle him near the life buoy.

Return to the rocks near the fishing sign, close to the second target, before sneaking up to the low fence just behind him. Watch the nearby enemy with the camera. You can use the phone on the nearby box to attract him, but that just leaves two foes to contend with. Instead, watch the guard with the camera on your minimap until he isn't looking, then bash the target down.

Immediately retreat back toward the perimeter, near the road, and continue east, to the concrete block. Go behind the shed and the large clump of rocks. Watch the movements of the last target; when he faces away on the eastern edge of his patrol route, step out between the rocks and strangle him. You can now leave without the remaining foes knowing what happened, or stay and gun them all down.

Aggressive // Violence: Gunishment: Memento Mori

Difficulty:

If you want to remove the six remaining enemies and any reinforcements, try any or all of these tactics (but remember, don't harm the targets!):

Set up IEDs near the concrete block by the road and detonate the reinforcement cars that arrive.

Try a drive-by on a boat, stopping the engine and sniping as you float past.

Snipe from the ctOS island across from the beach area, providing you've cleared it first.

Battle your way to the piers and pavilion for the pickups.

Or try the regular cover-and-shoot tactics; this place is ideal for such stealth mayhem.

_BURNING BRIDGES

location: BRIDGE CONSTRUCTION

Enemy: MILITIA

NUMBER OF TARGETS: 3 (Veteran x3) / THEY DO NOT FLEE

NUMBER OF ENEMIES: 10 (Veteran x3, Elite x6, Marksman x1)

Shot-Callers x3 (Elites)

Hidden Cameras x2 (Elites)

Difficulty: ($10,000 Reward)

REINFORCEMENTS: two vehicles (Gunmen x2, Veteran x2), usually on foot

Start this job at the Crazy Moose Inn, one tunnel's drive away from the massive bridge construction spanning the river. Drive through the tunnel to the south side of the construction area, and move into the restricted area.

Caution

You need to keep three targets alive, so for this infiltration, employ only stealth and limit both guns and even the more explosive smartphone techniques.

Insertion Points

There are three ways to approach this huge, narrow, and often precarious restricted area: from the south end (where you start), the north end (where you can reach if you're quick; see below), or from the water down below (which is a terrible idea, as you begin in the middle of the action, with three foes to remove). The construction site is most interesting.

Tip

Make your progress easier by locating the red and white arrow signs throughout this site, signifying the direction you should be going.

South Side

The initial bridge section has three foes on it: one at a burning car, the target on the far edge of the bridge, and a sniper on the crane. Aside from accessing the crane via the ladder, there are cameras to mark your foes with and a hole with a ladder leading to two concrete tunnel areas (one with stairs back to the surface where the target is). There is also a drop into the river below, along with an elevator down the giant support pillar. Or, you can continue along the far right section of bridge, dropping to a gantry or down a ladder from the upper area. There are more cameras to examine the middle of the structure too.

Bridge Footings (Middle)

This area encompasses the footings under the initial bridge, a large moored barge of construction equipment and rubble, and the central footings. There are two ways to the middle footings from the southern ones: You can walk the upper gantry patrolled by a guard, then use the elevator inside one of the footings to head down, or you can descend the stairs around the southern footing, watching for a foe (Shot-Caller) before heading onto the barge.

The second target patrols the barge and the base of the middle footing, and there's another foe farther up the central footing. From this point, you have two main options when attempting to reach the north side: hop off the barge or bottom of the footing and swim to the right riverbank, or activate the crane and ride a concrete section of bridge across; the latter may alert foes.

North Side

The site's northern side is similar to the southern one, though you're accessing it from the bottom to the top. You have four possible foes, among them the target, who starts on the upper bridge. Expect another patrolling the topside, too, a third in the half-constructed concrete tunnels, and another on the scaffold. Use ladders on the right corner of the footings to reach the main concrete pillars, or use the section of tunnel on the crane. Then reach the tunnel and surface in one of three ways: via the stairs along the left side; the lift on the right side; or run on either side of the bridge to the road to the north, then backtrack along the surface. There are cameras throughout this area to check on enemy movements and mark them.

Progression Plans

There are many routes to try when reaching all three targets. The following show the optimal methods of completing this without firing a shot (though you're also able to ignore the regular guards, throttle the targets, and then light up everyone else).

Aggressive // Stealth: Testing Your Mettle and Might

Difficulty:

From the start of the restricted area, access the various cameras and mark the guard, the sniper, and the first target. Also figure out where the access tunnel entrance, the stairs, and the massive crane platform are. Then sneak up the left section of bridge road (as there's more cover), hide behind the red shipping container, wait for the guard to stroll to the left, and drop him.

Wait until the sniper isn't watching, and run across (use cover) to the ladder and scale the crane platform. Sneak up behind the sniper and bring him down with a melee strike. Return back down to the bridge, and take care of your first target. You can:

Wait until he walks into the container, sneak up behind him, and strangle him.

Wait until he's standing by the metal table overlooking the river, sneak up behind him, and strangle him.

Use the stairs on the left side to sneak up more easily or if you don't want to tackle the sniper.

Tip

At this point you can access the cameras on the patrolling guard on the gantry and can employ the Aggressive // Smart technique detailed below.

This plan involves removing every threat you can, so drop down to the foe on the gantry, sneak up on him if you haven't accessed his camera, and remove him close to the central elevator. Return to the initial pillars and the stairs and platforms leading down to the Shot-Caller patrolling the concrete footing. After marking him, sneak around the base of the pillar and take him down.

Hop onto the barge and watch the movements of the second target. As soon as he walks from the barge onto the central footing, follow him and seek cover at the pillar. Then tackle him near the boat.

Note

There's an elevator from the upper gantry, but it isn't necessary to use unless you're planning a different route.

Head up the stairs on the other pillar to reach a section of bridge suspended by a crane. Activate the crane and ride the concrete, crouching behind it so foes on the opposite side don't see you. You're now attempting to locate the last target.

Alternatively, you may wish to use the crane to distract the enemies, and instead drop into the water by the barge. Climb up the ladder to a low platform, then up a second ladder to the concrete footings area.

Prowl the base of the north pillars; there are four foes left. Assuming you haven't been seen yet, wait for the guard's patrol to reach you and drop him. Then scramble up to the metal stairs on the outer edge of the northern bridge section. Head up to the gap in the tunnel and creep inside, up to the other foe with the camera here, who's easy to overlook.

Now reach the surface via the metal stairs, or head to the opposite side of the bridge and access the construction lift, which deposits you right behind the final target (unless they've been alerted and have moved). Raise the protector if you need it, and tackle the final two foes in any way you wish (although the target must be bashed with melee strikes).

Aggressive // Stealth: The Same, but from a Different Site

Difficulty:

It's possible to complete this entire clandestine operation heading from north to south. However, getting to the north side is tricky; you don't want to head through the site (as that's the route already explained). Instead, drive a vehicle to the broken rail bridge, using it as a ramp to cross to the north. You're out of the mission area, so quickly skid right onto the first road, and right again, toward the north bridge section. The following takedowns are now possible:

Stand inside the open red container, sneak in, and remove the first target by the vehicle.

Take down the second foe as he strolls to the right, near the parked van and the hole.

Drop into the hole and move to the guard overlooking the river at the far end. Drop him.

Head down the outer stairs, mark the patrolling Shot-Caller, and step out to beat him when he's close.

Swim and climb onto the barge. Follow the second target and remove him by the boat, on the middle footing.

Head back onto the barge, wait for the Shot-Caller at the bottom of the south pillars to appear, and tackle him.

With no alerts occurring, ascend the stairs to the upper gantry, and tackle the foe with the camera.

Use the elevator to reach the upper part of the south bridge, then locate a camera and mark the three remaining foes.

Watch for the sniper's view before creeping up from the outer stairs and removing the last target.

Head over to the sniper's crane platform and tackle him. Then shoot the last foe or drop down and throttle him.

Aggressive // Smart: Setting Your Foes Alight

Difficulty:

Once you remove the first guard, the sniper, and the first target, feel free to augment your sneaking with a variety of camera work and smart takedowns. You can neutralize four of the remaining enemies and make the subsequent stealth a lot more straightforward:

Pan and scan through the cameras, marking everyone in the central part of the bridge and far north footings.

Access the hidden camera on the foe patrolling the gantry just below you, on the right. Wait for him to head back under the bridge area, and explode the vault transformer as he walks on it.

Access a camera on the south footing area below you, so you can see a patrolling Shot-Caller along the bottom. Wait for him to patrol near a junction box you can explode.

Access the camera on the far guard at the edge of the left tunnel so he walks toward an explosive vault; detonate it.

Access the camera at the far end of the lower footings, and explode the junction box, removing another guard.

Aggressive // Violence: Sniper's Delight

Difficulty:

If this infiltration degenerates into a shooting gallery, be sure you're as high up as possible. The sniper is your most feared enemy, so remove him as a priority. Then simply wade through the routes previously described using projectiles and headshots, except for the targets, who you'll need to rush while unarmed.

Use the sniper's crane platform for a good view of the site.

Or, you can use the scissor lift by the southwest Blume sign and pop the sniper from your own nest.

Ride around in a boat, close to the edge of the mission perimeter, firing at foes from different angles; this is risky.

Sniping from the broken bridge is fun, especially if you have a vehicle to use as movable cover.

_DECAPITATED

location: PAWNEE CEMETERY

Enemy: MILITIA

NUMBER OF TARGETS: 1 (Veteran) / HE CAN FLEE

NUMBER OF ENEMIES: 10 (Veteran x1, Elite x8, Marksman x1)

Shot-Callers x3 (Elites)

Difficulty: ($10,000 Reward)

REINFORCEMENTS: two vehicles (GunMen x 2, Veteran x 2)

Close to the gun store is a house with an overgrown front yard, where your mission begins. It's a quick trot across the road to reach Pawnee cemetery, where your ten foes are currently patrolling.

Insertion Points

The cemetery is easy to maneuver into; it's the openness and enemy placement that is problematic. As the cemetery is on a hill, it's usually better to be at the top or across from the top and work your way down.

Caution

This mission is almost impossible to complete using stealth alone, so the following tactics have you removing as many foes as possible before the target and using violence (or fleeing) toward the remaining enemies afterward.

This foe sometimes tends to flee in a car but usually escapes on foot, so make sure you know where your favored chase vehicle (or your target) is before you begin.

Upper Gates (East)

This is where you usually begin your infiltration: an open gate to the upper graveyard, with the vantage point just south of this flat area of grave stones. You can climb over the old stone wall as well, if you're thinking of skulking around the perimeter before leaping over to wallop a foe.

Vantage Point (Southeast)

There's a small winding path to a tourist map, behind which an enemy sniper is stationed. Above him is a camera to easily mark most of the foes in this area, including the target. The sheer open nature of the cemetery's lower yard is now apparent from here, and you can watch patrol movements easily.

Southern Pathway and Cottage

The path from the vantage point winds down to a dirt road. Along the way is a small hut with a picnic table and a steep slope of rocks and grass that's reasonably difficult to maneuver between; watching or darting in to grab foes is tricky here. This is a good way to head between the south and east parts of the cemetery without being seen, though.

Caretaker Cottage and West Entrance

The dirt road to the south has a parked vehicle on it (which you can use to give chase if needed) and a caretaker's cottage to hide behind if you're employing violence or stealth. The low rickety fence near the trash bin and lawn mower acts as cover in a pinch, but you're easily spotted. Expect four or five foes here, and the open ground makes stealth extremely tricky.

Road Perimeter

From the northwest corner and the low fence near the rail tracks and parallel road, this is the best cover around; there's also an opening where the foe drives through if he's escaping. A second fence hems the middle section of the cemetery, before the rocks and stone wall denote the top or eastern end of the grounds. Another place where accessing the target usually gets you spotted.

Cemetery Interior

This graveyard is on three tiers of ground, and assuming you removed the sniper and two other foes, the top (east) tier is the safest. The middle and ground level areas of the cemetery have gravestones and a half-dug grave to hide in but are otherwise wide open. This target takedown must be done early to avoid getting into a firefight and car or foot chase.

Progression Plans

If you're not married to the idea of using only melee takedowns, this is a reasonably simple exercise in foe-strangling. Here are some routes to try:

Aggressive // Stealth: Baton-Bashing Makes Them Ache

Difficulty:

Unless you're prepared for a very drawn-out wait for patrolling foes to step into an area where you're lurking, only around half the enemies need to be tackled (using stealth). Begin by simply walking up to the foe at the east gates and dropping him. Then watch for a second foe, and wait for him to reach the first body. Or creep to a gravestone on the left, watch him walk by, and grab him. Don't venture too far into the cemetery or a sniper spots you.

With two foes down, exit the cemetery the same way you came in, and head southeast, around to the pathway and the vantage point where the sniper is standing. Strangle him silently, then peer over the edge and use the camera to mark all the foes within range (there are likely to be two you can't reach). The target is usually standing or walking in the middle of the graveyard.

Head back around and through the east gate, and move to the middle of the tier. Though you can head down the steps to the open grave (to the north), it's usually best to remain in cover near the fallen fence, wait until the target is at the base of the rocks below you, then dart out and strangle him. Switch to a violent plan to deal with the remaining foes.

Caution

If you're finding yourself in the grave, the target usually spots you or is alerted and won't take his eyes off this area, making escape difficult. Switch to guns at this point, except for the target.

Aggressive // Stealth: Slither Like a Snake

Difficulty:

If you really want total foe takedowns without using guns, then follow this route: Deal with the enemy at the east gate, the second foe on the top tier, and the sniper in the same way as the previous plan. Mark the foes from the camera, then maneuver around the cemetery (outside the perimeter wall) to the northern fence next to the rail line. Drop down at the gap where the target drives his car out, near the wood stack. A foe you can't quite mark from the camera patrols here. Wait until he's near the stack, and drop him.

Work your way counterclockwise to the dirt road entrance to the south, and wait for a nearby guard (the other one you couldn't mark earlier). Bring him down, then move back behind the adjacent fence before you're spotted. This is where it gets tricky, so be aware of the directions foes are looking before trying the following takedowns:

Creep around behind the low fence to the southeast gap near the lawn mower and trash bins. Tackle the foe patrolling this small hilly path. Then dart behind the fence again. Inspect the four remaining foes; one is likely to be freaking out, and watching the south exit from the middle of the graveyard. Creep behind the bins and the tomb near the stone steps, and step out to drop him.

Move back behind the bins, up the hill to the south (inside the cemetery perimeter), and drop behind the rocks (you can't use them as cover). When the nearest guard comes toward the rocks and turns to face north, step out and remove him, leaving two foes left. Sneak up to the top tier of the cemetery, around the low fence on the north side to the stairs down to the open grave, then descend and neutralize the last guard. This leaves the target on his own, wondering what the hell happened. Introduce yourself and your baton to end this clandestine club-fest!

Aggressive // Violence: Grave Mistakes

Difficulty:

Any violence you perpetrate is made all the more problematic because of the vehicle the foe escapes in; you don't want to be up on the sniper perch, with foes between you and an enemy escaping in a car; ensure you can easily locate a vehicle if a gun rampage is your plan. Otherwise, ensure only the target is spared a bullet. You can:

Snipe from the vantage point where you took down the sniper.

Lob grenades or IEDs at the escape vehicle so the foe has nowhere to go except on foot and is more easily caught. Or, prior to entering the restricted area, lay an IED down at the exit the target takes so you can destroy the vehicle (though this can kill the target, which is unacceptable).

Start on higher ground so you have a better view of the enemies below and can lob projectiles more easily.

The small grassy knoll to the northwest (outside the fence), the cottage, or the top of the stone wall are all reasonable sniping places.

Otherwise, simply drop behind the gravestones and intermittently dash to foes behind cover if you can't shoot them as they peek out.

Driving // Offensive: Applying the Brakes

Difficulty:

If all this clandestine sneaking isn't to your taste, you can always create a fake disturbance (an explosion to startle the target or the takedown of his men) to prompt him to flee; enter your vehicle and use the two blockers or the steam pipe to end this chase before he visits Pawnee (shunting is an option too). Or, if the foe is running (which is usually the case), drive after him (to shield yourself from enemy fire), but leap out and finish the enemy with a tackle. Bring him down alive; don't scrape him from your fender!

Tip

Trundle in a few vehicles to block the exit to slow the enemy or reinforcements down, though he usually just drives through the fence or flees to the west.

_OUT OF THE WOODWORK

location: PAWNEE SAWMILL

Enemy: MILITIA

NUMBER OF TARGETS: 2 (Veteran x2) / They do not flee

NUMBER OF ENEMIES (First wave): 5 (Veteran x1, Elite x4)

Target x1 (Veteran)

HIDDEN CAMERA x1 (Elite)

NUMBER OF ENEMIES (SECOND wave): 6 (Once Target 1 is removed) (Veteran x1, Elite x5)

Target: x1 (Veteran)

Hidden Camera x1 (Elite)

Shot-Caller x3 (Elite)

Difficulty: ($10,000 Reward)

REINFORCEMENTS: two vehicles (Second Wave, Gunmen x2, veteran x2), sometimes on foot

You start off near a shed and log stack. After receiving your orders, drive across the bridge to the sawmill grounds. You can maneuver around the entire perimeter (including the water) and can access the cameras before entering the restricted area.

Insertion Points

Although there's a perimeter fence (which you easily leap, meaning this location is porous), there are numerous gaps, including the entire eastern side of the area bordering the water. Here are some intrusion locations and an overview of the interior.

Ramp (Northwest)

A bike is parked atop the wood stacks in the middle of this mill; the ramp is an easy way to exit once you defeat both targets and don't wish to engage the enemy. Or you can run up here and drop down on foot (ideally to a waiting getaway vehicle).

Steps (West)

Just south of the ramp is a gap in the barbed wire fence and metal steps down into the mill grounds. This is the first entrance you see after starting the mission and is a fine choice for intruding (though you need to start finding and marking foes straightaway). Don't forget enemies during the second wave enter through here, though.

Shed Stairs (Southwest)

Another excellent infiltration option, this allows good height and the ability to sneak around to the foe atop the stacks, near the conveyor belt, or by the transformer pole to the south. Flexibility and height are the advantages gained by entering here, but watch out as second-wave enemies enter from here.

Crane Entrance (South)

It isn't really necessary to traipse to the crane and dirt road entrance to enter and start foe neutralizing, though after tackling the enemy patrolling near the crane, you're close to the first target and can remove him without worrying about his henchmen. With a second wave approaching, you want to tackle all the foes before the target first, so you're not overwhelmed.

Marsh Water (Southeast)

This is a rarely used insertion point and a good place to step out and grab a foe, then scurry back to the large corrugated lean-to. If you're playing a long game of foe takedowns (especially during the second wave), skirting around the mill's east perimeter can confound foes searching for you, if you're worried about moving into the main dirt grounds.

Log Conveyor Ramp (Northeast)

This allows you a great deal of height and enables you to sneak up on the first target, drop on him, then ready yourself for the second wave using height (and a ranged gun, except for tackling the second target). Though you can be flanked, this is still a reasonable spot to snipe from.

Mill Grounds

The main exterior yard is a maze of wood stacks and pallets, with a couple of forklifts, a scissor lift to the conveyor belt, and other scenery you can hack. There's good camera coverage so you can mark your foes and a lower conveyor belt in the middle of the yard; this is helpful when you're figuring out the dimensions of the place. To the south, the hiding spots thin out, though the big lean-to is a good place to prowl. Finally, don't forget the ladder behind the first target, leading up to the upper log conveyor, which is a good place to take a last stand.

Progression Plans

Unlike other Gang Hideout missions, removing the targets comes in two waves. The first is straightforward, as the enemy doesn't see you coming, and you can stay to a specific patrol path (or simply lean on walls, waiting for your takedown). The second is trickier, with enemies pouring in via the south at three locations. You need to mark your target and not use guns on him, though anyone else is fair game.

Aggressive // Stealth (First Wave): Trouble at Mill

Difficulty:

After utilizing all the sawmill cameras to mark every foe from the first wave (or a ctOS scan, though that's better left for the second wave if you're low on this tool), enter from the west using either set of stairs; this provides a quicker insertion than the other points. Although you can tackle the foes in any order, it's preferable to concentrate on the enemy atop the main wood stacks first. Climb up the lower stacks just south of his location, leap onto the stacks, and bring him down.

Before or after removing the foe on the upper wood stacks, be sure you know where the enemy with the camera is, patrolling the conveyor belt below. You can confuse him by activating the machinery nearby, but try to remove him (by dropping from the wood stack or leaping from behind a corner) as soon as possible, sometimes before the foe on top of the stacks (depending on where you are and who's watching you).

Assuming you're still unseen, the target and northern enemies are usually stationary, and the south foe patrols near the crane. Tackle them in any order, though removing the moving foe near the crane first is a good idea, as saving him until last means you're likely to be spotted by the second wave.

Then take out the target standing or wandering near the alcove and ladder up to the log conveyor. Tackle him, before quickly rushing the last enemy by the lower conveyor shed. You now have a few seconds before the second wave arrives.

Note

You can simply sneak up the log conveyor belt to the north, drop down the ladder into the cubbyhole behind the target, strangle the target without removing any of his guards, and creep back up to wait for the second wave. However, you'll have around a dozen foes to face (and only one can't be shot).

Tip

Aside from the cameras, use the scenery hacks during the second wave, when the enemy is much more interested in moving across this area.

Tip

Warning! Second target incoming! This alert appears only after you tackle the first target. So, it's obviously better to leave the target until last to minimize enemy threats!

Aggressive // Stealth (Second Wave): You Know the Drill

Difficulty:

Set up a hiding spot to the north of the grounds or atop the log conveyor belt; you don't want to be in the south or west areas, as this is where the enemies head in from, and you will be outflanked. Use the cameras to profile the enemies, but don't wait until the place is overrun. Notice there are two vehicles approaching (from the south road), each with two Elites, while the target and an Elite appear along the west fence.

The easiest way to finish this mission without shooting anyone is to drop onto a foe from the log conveyor, then quickly creep north to the log boxes near the rusting crane and take cover here. Two of the sides of these boxes allow you to take cover without being seen. Then wait for the enemy to come to you. The second target usually heads out between the wood piles. Tackle him, then either flee (to the north, or up the ramp to a waiting vehicle) or continue the stealth.

Use the cameras again to ensure you know where all enemies are. Then start to prowl, selecting the nearest foes, optionally playing with the scenery until you take out the remaining militia with your baton.

Another option is to quickly move to the large wood stack in the middle of the grounds as soon as you bring down the first target, before the second wave arrives. Stand close to the bike parked up here, hugging the wood stacks as cover. When the target splits from his Elite guard and heads under the gap in the wood stacks, drop down and remove him; then escape by bike and ignore all other foes.

Aggressive // Smart (Second Wave): Confusion to Instill

Difficulty:

The second wave is more susceptible to smart scenery detonations, especially the ctOS transformer, which plunges the place into darkness (if it's dark, obviously!), allowing you to rush foes and tackle them more easily. The forklifts and pole transformer are also handy, as is the lift to reach the upper log conveyor. Also try using the lower conveyor when a foe steps on it, delivering him across to your position farther down the belt so you can step in and throttle!

Aggressive // Violence (Second Wave): More Thugs to Kill

Difficulty:

Playing with a baton is mandatory for both targets, but if you've marked the foes you can't shoot or you've already completed the target takedowns and are removing all further threats, why not have a little fun with the others? You can:

Camp on the log conveyor, lobbing down grenades or setting up lure or IED traps when the foes try to ascend to reach you.

Prowl the top wooden stacks in the middle, allowing 360-degree views and cover opportunities, then strike at range.

The numerous cover opportunities allow you to run-and-gun from cover.

Lay IEDs where both the militia second wave vehicles (and any subsequent reinforcements) stop; wait until the foes exit, then blow them up (with the exception of the second target, naturally).

Trap the insertion points and the stairs up to the log conveyor with IEDs too.

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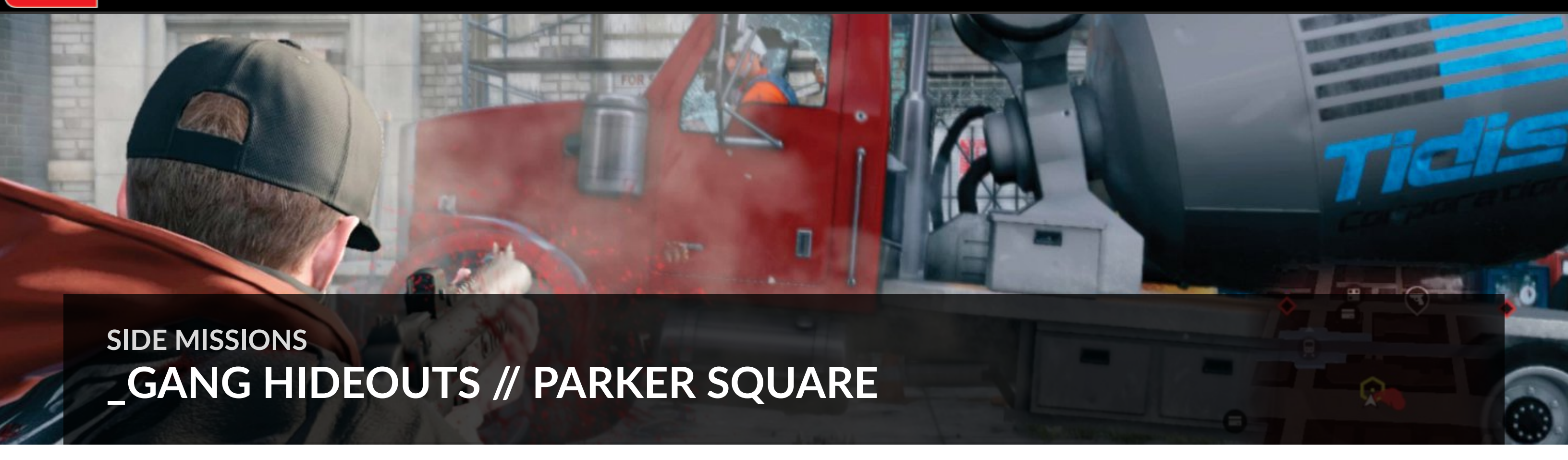


SIDE MISSIONS

_GANG HIDEOUTS // PARKER SQUARE

_UNION DUES

location: Building Site, West Parker Square

Enemy: viceroys

NUMBER OF TARGETS: 1 (Veteran x1) / He does Not flee

NUMBER OF ENEMIES: 9 (Gunmen x6, Veteran x3)

Shot-Callers x2 (Gunman x1, Veteran x1)

Difficulty: ($2,500 REward)

REINFORCEMENTS: two vehicles (Gunmen x2, Veteran x2)

This mission starts at the entrance to the alley between Cafe Baroque and the Pizzeria. You're to rough up a target and deal with his minions in whatever way you wish. They're holed up a block away, in a half-constructed apartment complex. Jog there now.

Insertion Points

There are two distinct structures, in a U-shape; you approaching from the north, so the "U" is upside down. There's an east building (on your left) with a crane and ground-floor access. There's an opening straight ahead and the west building to your right; aside from the stairwell to the south, this is only accessible via a climb.

East Building: Balcony and Lift

You're likely to spot this area first; a guard is patrolling, so watch your step. There's a scissor lift, drywall stacks, and easily accessible interior entrances at the base of this structure. As the target is on an upper floor of this building, you can enter and climb from here to avoid foes in the opposite structure.

East Building: East Opening and Interior

Most of the ground floor is drywall, but there's a forklift truck you can stand on and activate, allowing you into the area adjacent to the concrete balcony to the north. This is another good ground-floor insertion point, with minimal enemy presence.

West Building: South Entrance

The unfinished garage area to the south, at the base of the "U" shape, features two large garage doors and some metal steps leading up to an L-shaped connecting chamber with three Viceroys. It's very easy to be spotted climbing these stairs, so be sure you've marked the enemy and can tell they aren't looking your way if you're using this as an insertion point.

West Building: Westside Scaffold Ladders

Head to the side road on the west of the two structures. You're presented with a long exterior scaffolding area with ladders at the north and south end. Climb them from either point to gain access to the west building floor and a couple of foes to watch for. This is a great place to start your infiltration, as you can more easily see the enemies clustered around the target, to the east, through the openings.

West Building: Construction Lift

This is another option to reach the west building upper floor, although the noise can alert your enemies (consider just activating the lift and entering from elsewhere). A good place to escape to if you've already raised the lift and don't want to drop.

East and West Building Interiors

Think of these as three large rooms to navigate through, each with two to four foes to worry about. West is a large chamber with a couple of enemies and steps down to the central L-shaped balcony, where you find three more foes (and an entrance to the east area). East, up two floors, is an elevator bank (inaccessible), behind which your target waits and a balcony overlooks the yard below and the west building.

Progression Plans

The target is stuck high in one of the structures, with foes throughout the site's interior. So stealth is even more beneficial as you discover how the three main chambers above the ground link together.

Aggressive // Stealth: Cunning at the Construction Site

Difficulty:

This route allows you to reach and remove the target with the fewest number of other takedowns (allowing you to switch to guns as early as possible, without worrying about winging your target). Begin near the scissor lift under the low balcony of the eastern building, and use the lift. You can also enter the ground floor and stand on the forklift pallet; activate it to move onto the balcony and remove the patrolling guard there. You can leave him if you want, but it's better to drop him now so he doesn't spot you.

Note

You cannot climb the scaffolding ladders around the west building.

Face south, climb the two scaffold steps, and enter the upper floor where the target is. Use the half-finished wall as cover, scooting to the left and watching two patrolling foes, one on either side of the target. When the nearer one has moved into the dark corner to the left, near the camera, sneak up and bring him down. Then drop into cover, move to the table adjacent to the target. Quickly stand up, move around, and grab the target before he draws his weapon. At this point, you can continue the stealth takedowns, flee, or switch to guns.

Tip

There are four foes in the elevator area where the target is; if you wish to secure the area before hitting the target, use the scenery to knock them about, but nothing beats creeping up and tackling them!

Tip

As you progress through the building, pause in each new room and locate the cameras, then cycle through them to mark the enemies in this place.

Aggressive // Stealth: Sneaking Just Feels Right

Difficulty:

If you want to take care of all foes before finishing with the target, there are any number of routes to take. But this one is reasonably safe; begin at the garage doors to the south. Be extremely careful, as a foe is looking down from the L-shaped room above. When he moves, creep up the stairs and hide behind the stack of concrete blocks. When the foe moves to the right of you, pounce. Then scurry back, wait for the other foe to move, and use the exploding vault on him (or rush him).

Head through the door to the left, up the metal steps, and into the western building's upper side. Quickly tackle both foes one after the other (very tricky), or explode the vault, sending one foe reeling. He usually dies, allowing you to scoot over and throttle the other.

While you can start sniping the foes on the building opposite, it's far better to head back to the L-shaped room between the two buildings and into the stepped area to the elevator room where the target and remaining foes are. Use the cameras here to mark your remaining enemies. Explode the junction box near the target if you need foes to start patrolling.

Wait for one to pass, and creep up the left (west) side of the elevators. Grab the foe, and a second one (or explode a vault and send the foe flying over the balcony). A third one wanders into the dark corner. Now you can head north, dropping down to the outer balcony to remove the last guard before heading back to the target, or take down the target first.

Your foe may attempt to run; he drops down the north side of the building to the outer balcony, before fleeing through the pipes and running north down the alleys, over fences, and toward May Stadium. He's quicker than you, so you may wish to use a vehicle or wait for him to make a mistake. Don't explode anything near him or this might kill him; leap and pummel to finish.

Aggressive // Violence: Bringing the Correct Weapons to This Fight

Difficulty:

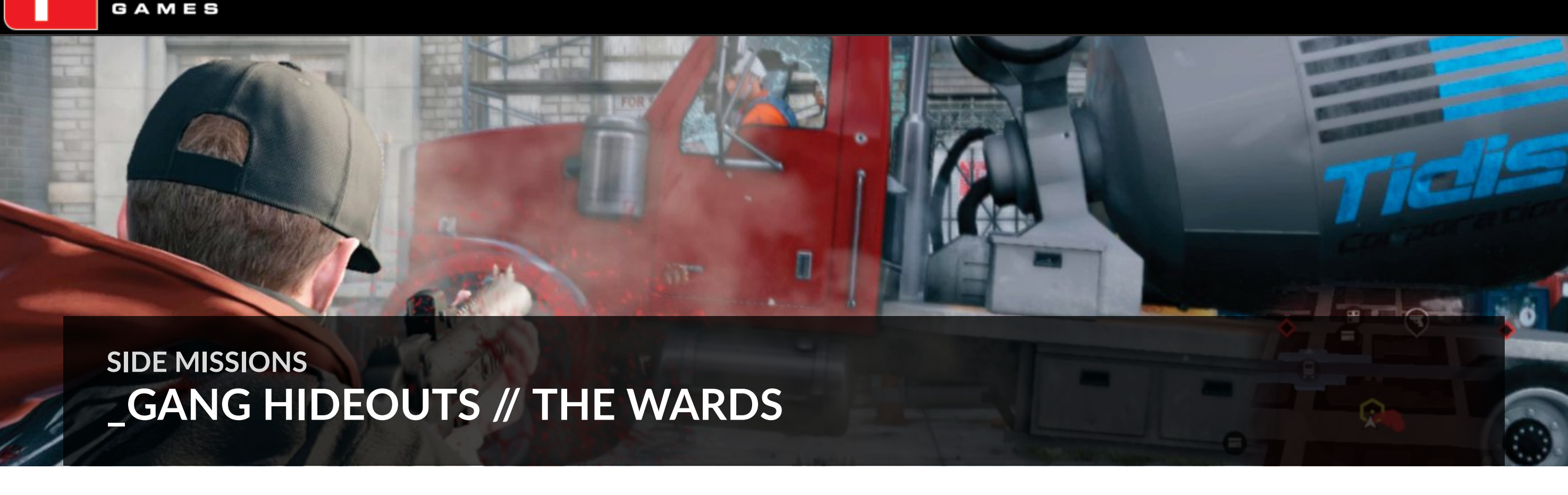
More dangerous gunplay and explosives is fine once you defeat the target, as the enemies don't really have many places to hide or run to, but it's dangerous tackling enemies with the target still in the picture. Try the following:

IEDs around corners are excellent, especially if you can chain them up with the vaults and junction boxes to explode.

Grenades are also helpful when clearing rooms as you can take out multiple foes in these confined areas.

Shotguns are helpful in close-quarter fighting.

Snipe from the west building, across the opening and into the east structure until the target (which is behind the elevators) tries to make a run for it. Drop off the balcony edge and give chase.



SIDE MISSIONS

_GANG HIDEOUTS // THE WARDS

_COMPLIMENTS FOR THE COOK

location: Viceroy Yard

Enemy: viceroys

NUMBER OF TARGETS: 1 (Veteran) / HE CAN flee

NUMBER OF ENEMIES: 10 (Veteran x2, Elite x7, Marksman x1)

Shot-Callers x2 (Veteran, Marksman)

Difficulty: ($5,000 Reward)

REINFORCEMENTS: two vehicles (Gunmen x 2, veteran x 2)

Start on the patch of overgrown grass in this blighted neighborhood. Listen to your instructions before heading across to the dilapidated row houses, behind which a Viceroy squad of soldiers is waiting. Your target is to the east, and all are armed and dangerous.

Insertion Points

There are only three insertion points, as this is one of the most tightly controlled locations you'll ever infiltrate. It's important to spend extra time using all the cameras and marking every foe (except the one you can't reach, in the northwest backyard), and figuring out an exit in case everything goes nuts, which it usually does.

Caution

The row houses along the eastern edge of the restricted area have no gaps and therefore no insertion point; you're infiltrating from the north, south, or west.

Western Rubble

All that remains of a row house is a crumbling wall and a blue Dumpster. The parked vehicles on the street are used by the target (and you) if he escapes by car. This is a reasonably wide access point, allowing for takedown routes in either direction. Just watch for that damn sniper.

Tip

Why not block the target's escape car with a big truck, then push your vehicle up against the back of his vehicle to hinder his escape?

Northern Alley (Refuse Bin)

It's not hugely helpful to enter here, as the alley is so narrow and there's a patrolling foe who you must wait to face south. But you can reach the target reasonably easily, and there are fewer foes at this end of the alley. Just don't wander down the main alley, as you'll be spotted in seconds.

Southern Alley (Barricade and Fence)

This is the most accessible of the three insertion points; the concrete barrier leads to the southern alley, with a few foes to defeat, while the lower fence in the southeast is three back gardens away (and only two or three foes) from your target, if you're attempting to ignore the majority of the enemies.

Viceroy Yard (Interior)

There is a main alley running north to south. On either side of it are eight sheds (four each side), one with junction boxes to detonate. The flat-roofed one close to the middle has a prowling sniper who makes sneaking incredibly difficult. There's a transformer (plunging the area into darkness at night) below the sniper's hut. Most of the back gardens have gaps to move through (you don't want to climb the fence, as you're easily seen), and there's at least one foe per garden, except to the northeast.

To the east, the target is by a back door with a phone to attract him. Don't overlook the makeshift plank bridge between the two brick sheds on the alley's northern edge; hop up here from the AC unit (east) or red trash bins (west) and take up a sweet sniping spot when things go south.

Progression Plans

This place is locked down tight. In fact, it's almost impossible to try a completely stealthy run, especially as the sniper on the roof scans the area and alerts foes when he spots enemies you've already dropped. So learn a few different tactics instead.

Aggressive // Stealth: Sneaking Among the Throng

Difficulty:

Can you tackle the enemies using stealth only? Yes, but it's pretty close to impossible. The best place to start is the rubble to the west. After marking all but one of the foes with cameras, sneak left into the back garden and bring down a foe. Then retreat. Head into the southwest garden and drop a second foe. Then drop the Shot-Caller patrolling the pavers near the alley, and the foe in the alley, when he reaches the south part of his route.

You're usually waiting for the sniper to alert foes at this point. Shooting the sniper simply turns the fight into a gun battle and the target tries to escape. So if stealth is on your mind, try using lures, lobbing them into areas the sniper can't see (around corners of sheds); tackle the guards who wander in to investigate.

Continue to dart in and out, running around the perimeter and changing direction with each takedown: This takes a very long time, but eventually you'll be left with the sniper and the target. If you want to strangle the sniper, the only way to reach him is to climb the ctOS transformer in the alley, attached to his shed. After that, drop down and rush the target.

Tip

Another option is to shoot the sniper with a Spec-Ops weapon, which usually doesn't alert his brethren. Also try blackouts (either via the ctOS box or a crafted tool) to heighten your stealth capabilities.

Aggressive // Stealth: Your Target Takedown Is Strong

Difficulty:

It's really much easier to move to the southeastern perimeter fence, hop over, and hug the houses to your right (east) side. Maneuver to your first foe, then the Shot-Caller if necessary. Ignore the sniper and all foes in the alley or west of it. Then attract the target using the phone on the stoop behind him, before running in and melee-striking. Retreat the way you came, or start a gun battle.

Aggressive // Violence: That Sniper Won't Last Long

Difficulty:

Though stealth is next to impossible, the Viceroys have one major weakness: there are only two Shot-Callers (the sniper and the Veteran foe on the paving slabs east of the north-south alley). Move to the southeast perimeter fence, leap over, and bring the Shot-Caller down to the ground first. Then plant a bullet into the sniper next. The target will flee at this point, so be prepared to rush to the rubble (west) before he reaches his vehicle and escapes. After that, start a firefight:

You can shoot through or lob grenades around most of the fences. Shoot or explode the junction boxes on the houses to take out enemies in the gardens. The ctOS box makes a massive impact, so fire at it when foes are near and remove light sources (and hacking infrastructure).

Use the roof cover on the north sheds by climbing up from the gardens (as previously described in the Insertion Points). Start lobbing grenades down from this excellent height and cover.

Drop IEDs around corners. Proximity IEDs are almost as entertaining, and there's always the shotgun, which is excellent when stepping out from cover and blasting at close range.

Driving // Offensive: Serenading Your Target's Swan Song

Difficulty:

It's strange, but driving a vehicle into a mob of enemies in most other missions is hilarious but foolish. But in this case, it's the easiest way to flush out your target! Bring a vehicle around to the southeast fence, and drive through the fence, reasonably slowly. Shrug off enemy fire and run foes over as you head north toward the target.

Crash through the fence, but don't run into the target. He takes off on foot, and you can actually drive after him, across the main alley, and over the rubble to the waiting car. If you're quick, you can leap out and end the craziness now with a melee strike.

Usually, though, you engage in a chase through the Wards, then onto the freeway heading toward Parker Square. All your usual driving takedowns are available this time, as long as you don't run over the foe; your objective is to knock him out, not kill him!

_SWAP MEET

location: Construction Yard under Corland L-Train Station

Enemy: viceroys

NUMBER OF TARGETS: 1 (Veteran) / HE MAY FLEE

NUMBER OF ENEMIES: 10 (Veteran x4, Elite x6)

Shot-Callers x3 (Veteran, elite x2)

Difficulty: ($2,500 Reward)

REINFORCEMENTS: Three vehicles (Gunmen, veteran x2)

Your missions starts in the parking lot to the right of the check cashing place, near the Overnight Hotel. Jog northwest a block toward a Viceroy yard with all manner of pallets, shelves, and outbuildings to roam through, in search of a single target.

Insertion Points

The yard is teeming with foes, but the restricted area isn't as large as you might first think, and it features a huge number of insertion points, including from above.

Corland L-Train Station (Upper, East)

This is arguably the best way to infiltrate the premises; simply use the train stairs, cross the platform to the north, and you can peer into the center of the yard and even jump down onto the pallet shelves. If you stay to the south and head west, look down at the white-brick building; you can land on the roof here too (when scouting, marking, or attempting to find a location where foes can't easily shoot you).

Corland L-Train Station (Ground, East)

Under the train station are several infiltration opportunities. Vault out of the blue refuse container and onto the metal shelving. There's a main gate with spikes (drop that in case the Viceroy reinforcements enter here). The fence is easily vaulted over, including the area just north of the newsstand near the steps. Unfortunately, if you try using insertion points along here, you're easy to spot, so tread with care.

Between the Bar and Barbers (South)

The L-shaped alley here leads to the perimeter of the restricted area and the mesh fence. Though more than one foe watches the fence, you can maneuver around here with relative impunity, as long as you're aware of where the two foes are. A good insertion point if you're not dropping in from above, but the farther into the yard you head, the more difficult it is to remain in hiding.

White Building Alley (West)

A couple of small outbuildings, scattered debris, and a fenced section of dirt ground under the L-train tracks that marks the western perimeter. It isn't well defined, so you can actually creep along outside the perimeter in relative safety as you get an idea of how the area looks. This is the usual direction the target escapes to.

Old Warehouse (North)

Facing the street is an abandoned warehouse front. To the side (northwest) is a walkway near the lower dirt yard and several enemies in close proximity to each other. You can coax them around here, especially as there's a junction box to blow, but it's difficult to reach the target without being seen. The relatively narrow area makes moving through it somewhat tricky if you want to remain undetected.

Yard Interior

If you ignore the L-train station above, this yard is mostly a large open area of wood stacks piled on various metal shelves, flanked to the south by a mesh wall and the L-shaped alley, and the white brick structure and dirt ground to the west. The problem here is the number of foes, how open the area is, and the proximity everyone is to each other.

Progression Plans

You can make the target takedown very easy for yourself, or attempt to stealth-tackle everyone, which is next to impossible without being spotted or alerting the foes. With this in mind, there are two main plans:

Aggressive // Stealth: Jumping Down from the Train

Difficulty:

Head up to the L-train station platform, looking both ways before crossing the line. Move northwest until you're directly above the metal shelves half filled with wood. Drop down to the top of the shelving. You should be profiling as you go, because the target in question is almost directly beneath you!

It's now a relatively simple matter of dropping down behind the target, throttling him to complete the objective, and then figuring out whether you want to engage the (now alerted) other enemies in gunplay or whether you want to flee. You can use the forklift to coax the target over so you can land on him when you jump. Just watch out when he turns around, as he can see you if you aren't in cover.

Aggressive // Stealth: In and Out; a Cunning Feign

Difficulty:

If can't stop melee-striking everyone you encounter, prepare for an extremely difficult series of maneuvers; it's next to impossible to drop foes using your baton and not have others spot the corpse and start sweeping the area or calling reinforcements. You usually have to resort to guns by the time half the foes have been dispatched via stealthy means. But if you must try stealth takedowns, attempt the following:

Enter the L-shaped alley (south). Bring down the foe guarding the alley and the one to the west, outside the house. Then head along the western edge of the restricted area and step behind the van. Take out the foe standing on the other side of it. Three foes are now downed.

Back out of the area, jog around to the main entrance (east), stepping in and dropping the foe at the entrance. Back out immediately.

Vault over the fence by the newsstand and catch a patrolling foe on the upper area, watching out that the target doesn't see you. Then retreat.

Move around to the north side and enter the dirt yard. Drop the foe patrolling there. Back out, wait for a foe to investigate from the concrete walkway above, sneak up from the road, and bring him down.

This leaves two or three foes and the target; this is usually as far as you can get without the foes becoming fully alert.

If the takedowns have degenerated into the enemies being alerted or firing at you, the target usually decides to escape. He heads southwest on foot; you can break off from the engagement, follow, and leap on him. No guns, please!

Aggressive // Smart: A Technological Drain

Difficulty:

Alerting foes is a reasonable plan, as there are spikes on the east entrance to block reinforcements in vehicles, a ground vault to blow up close to the middle of the yard, the forklifts to attract foes, and a couple of junction boxes to detonate near a patrol route. None are vital in helping you, though.

Aggressive // Violence: Countless Viceroys You've Slain

Difficulty:

It's far better to tackle the target first, using the initial route mentioned (drop down from the station), than starting a firefight and hoping your target isn't accidentally damaged. Attempt the following if you're competent in your gunplay:

Lob lures to attract foes into the open before the gunfire erupts, which can help in stealthy takedowns.

Prowl the rooftop and metal shelvings using these areas as cover. With the height advantage, gun foes down (but watch for enemies climbing onto the shelving to thwart you).

There are many great sniping locations; pull a truck over to the garage south of the barbershop and climb onto the truck's roof. You have views south to north into the yard. Fire away!

Just northeast of the demolished building to the west are two small corrugated white metal huts. Climb onto the roof of either and bring out your ranged weapons.

Pull a truck around to the lock-up garage to the northwest of the dirt alley, and use it to climb onto the garage overhang. Begin putting rounds into foes from here.

The train station steps and platform are great sniping locations.

There's a white metal building on the yard's northeast edge, next to the newsstand. Climb onto the roof of it from the road and begin firing at foes.

Park a truck near the L-train covered stairs to the southeast, then climb on the roof of the stairs and onto the roof of the station, or get onto the roof of the bar with a great view of the southern yard. Lob grenades and wreak havoc without much retaliation!

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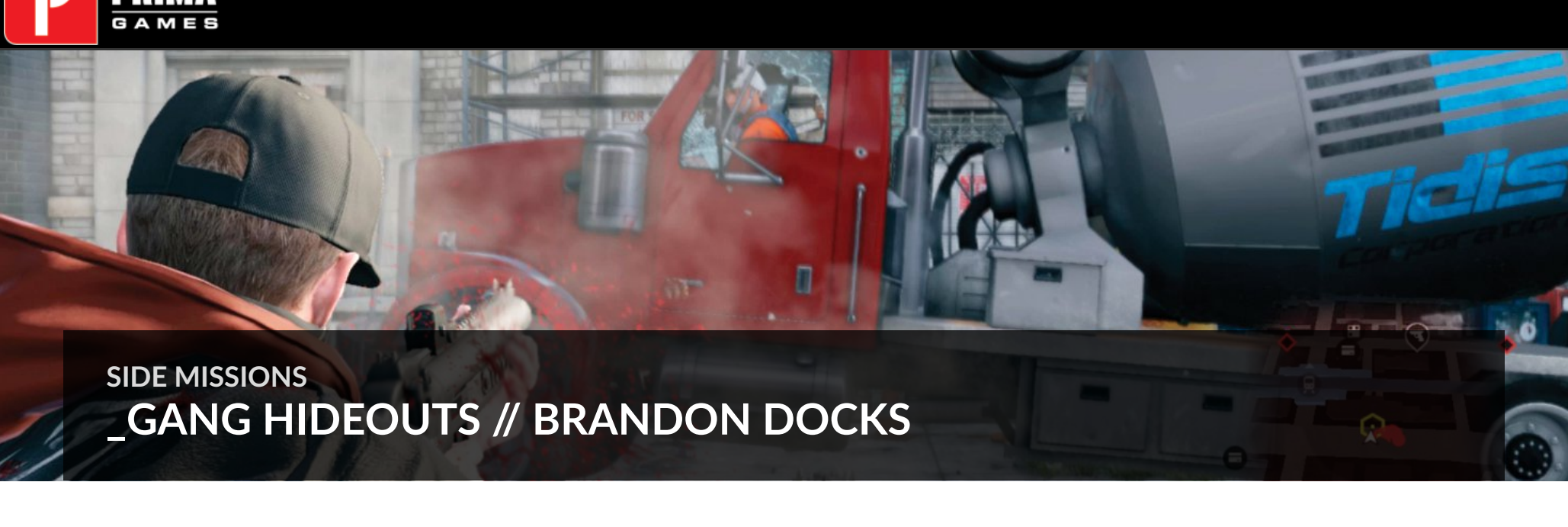

SIDE MISSIONS

_GANG HIDEOUTS // BRANDON DOCKS

_GONE IN A FLASH

location: CONTAINER YARD, North Docks

Enemy: The Club

NUMBER OF TARGETS: 1 (Veteran) / He May Flee

NUMBER OF ENEMIES: 10 (Veteran x8, Elite x1, Marksman x1)

Shot-Callers x3 (Veterans)

Difficulty: ($5,000 REWARD)

REINFORCEMENTS: Four vehicles (Gunmen x 2, Veteran x 2)

Enter the parking lot of the coffee shop just south of the north port yard, and receive your instructions. The restricted area is across the road to the north; it's a maze of containers separated by an open roadway with a rail track, stacks of containers and concrete, and a second crane roadway.

Insertion Points

Cameras on the various poles can mark most of the enemies, but your target is difficult to initially spot; he's on the far (north) side, ground level, near a protector and pole and concrete stacks. As the entire area is easily accessible (except from the north), learn the best ways to gain entry here to avoid being spotted.

Southwest Hut and Stairs

The initial place where you run to, this is a reasonable insertion point as long as you view your foes and study their patrol patterns. The container maze here is a great way to coax foes into stealth traps (lures and beatdowns, or waiting and grabbing), and the enemies to the south can be cleared out easily from here.

South Hut and Stairs

This offers access similar to the southwest or southeast stairs, but you're in the middle of the container maze, so watch for guards on either side of you. It's easy to reach the sniper from this point, and you can watch the north side and the guards patrolling or dozing in that area.

Southeast Stairs

Though it takes a few seconds longer to jog around the tall fence to reach these steps, the edge of the restricted area is great for seeing the guards from a different viewpoint and taking them out east to west (south, then north). There are so many routes to tackle foes from; you can approach guards from here, heading in any direction. If you're only interested in the target, start here.

East Roadway

Head down the southeast stairs to reach the two open lanes between the north container and concrete stacks. If you want to avoid enemies spotting you, dash across the rail lines at this outer point. This is a good route to take if you want to stealthily tackle the foes on the north side.

West Roadway

Head down the southwest stairs to reach a ramp and the exit to the docks. This is where the target flees to, and it's too wide to block with other vehicles. There are more foes at this end than the eastern roadway, so watch your step if you're being sneaky. But methodical takedowns are possible and encouraged in this area.

Dock Interior

The layout is extremely simple, as the map suggests. Drop the sniper and patrolling foes at the lines of containers to the south without attracting attention. Foes can easily spot you on the wide rail lines and roadway, so head across from the edge when enemies aren't looking. The northern perimeter is less densely populated with debris. You can climb on and snipe from most of these stacks and containers.

Progression Plans

The target is jumpy; he sprints off to the vehicle at the first sign of gunfire; there are a couple of plans to tackle him (with or without his henchmen), before we cover the more brutal takedown plans:

Aggressive // Stealth: Only the Target to Box

Difficulty:

Jog east along the perimeter, around the tall fence, and down the southeast steps. Completely avoid combat as you head north along the mission perimeter, crossing the rail tracks so no patrolling enemies spot you. Drop down behind the concrete block stacks on the opposite side. Profile to mark the nearby guards, then run to cover behind the forklift, ignoring the foe walking under the crane.

A little farther west of the forklift is your target, usually leaning against a concrete block. Simply sneak up and tackle him to the ground. This can be done without anyone noticing. At that point, you can retreat the way you came or start a gun battle. Either way, you've taken down the target with the very minimum of fuss.

Aggressive // Stealth: Sneaking on the Docks

Difficulty:

There are numerous routes to take if you wish to drop all enemies silently before taking down the target. But this is a tried-and-true route:

Begin with accessing the cameras throughout the docks, marking all foes (including the target, who is directly below the middle camera on the north side). Then head down the southwestern steps and get the drop on the first foe either near the giant pipes or the concrete blocks by the escape vehicles.

Cross the yard to follow the foe walking away from you (north) in the northwest corner of the area, near a vault. You can explode the vault, but this may freak out the target. Retreat to your starting position, then head east, passing the giant pipes.

Creep into the crate maze, and find the open blue crate (approach from the south). Bring down the foe hiding in there; your minimap might not reveal his location, so watch for him, as he can easily sound the alarm if you pass him by. Then back out into the south container maze.

There are two more patrolling foes on the south side, as well as the sniper. Tackle the first near the stack of concrete blocks (simply walk behind him or step out when he passes a hiding spot). Then find the foe by the south wall, close to the forklift. The containers make hiding and grabbing easy. After that, climb the lift (don't activate it!) behind the sniper, scramble onto the perch, and remove him.

Only four more to go: Head southwest and enter the small boat warehouse where a foe patrols the main area near the van. When he's walking away from you, follow and grab him. Cross the rail track, heading to the gap between the concrete block stack and red container, under the forklift pallet. Watch the foe under the giant crane pass you, then grab him before he turns around.

You can actually pass behind the target now, moving to the penultimate foe behind the concrete brick stack; he should be dozing. Drop him, then saunter out and throttle the target.

Aggressive // Violence: Outgun, Not Outfox

Difficulty:

Violence only solves the threats of attacks by the henchmen; start firing wildly and the foe escapes. Do your ranged combat only after sneaking in and removing the target first:

Combat can be reasonably straightforward, as the amount of cover at your disposal is excellent. Explode the vaults along the area's north side to send foes flying.

Target the sniper if you're on the north side, though he's less adept at tackling you in the maze of containers to the south.

Tossing grenades is an option, as is throwing lures into gunfire or driving like a maniac and ramming everyone. The docks are wide open, and there are nearby vehicles to choose.

While you can climb on any of the stacks and containers (if you're engaging in a gun battle), none allow the panoramic view provided by the top of the ramp to the yard's west.

Another option is to gain height for sniping by sneaking to the north barges moored on the water. Climb the red container to get atop the smaller open blue one (between the first two cranes). Start your combat by hitting their sniper across and left of you.

Driving // Offensive: A Steam Pipe Explosion That Rocks

Difficulty:

As this mission name suggests, the enemy is extremely skittish and usually flees if he hears an explosion. He runs to the truck parked at the west end of the docks. Follow him as he drives into a gravel pit, winding through the facility before heading onto the tracks (there's a propane tank you can skid him into, though that sometimes kills him). Then he's onto a road with a steam pipe, traffic lights, and an eventual bridge. If you can't bring him down using your phone and whatnot, you might want to rethink your career path in vigilantism.

_PACKING

location: Unloading yard, central docks

Enemy: The Club

NUMBER OF TARGETS: 1 (Veteran) / He may flee

NUMBER OF ENEMIES: 9 (Veteran x7, Elite x2)

Shot-Callers x2 (Veteran, Elite)

(1 target, 3 shot-callers)

Difficulty: ($2,500 reward)

REINFORCEMENTS: two vehicles (Gunmen and Veterans)

From the area near the loft offices, newsstand, and giant silos, you receive information on a target who needs roughing up but not killing. Cross the bridge, and survey the large warehouse yard to begin this mission.

Insertion Points

Aside from the massive east entrance, the perimeter of this location is mostly closed, save for the insertion points listed below. Remember where all of them are in case you leave in a hurry:

East Entrance

At the traffic junction and the rail lines is the largest opening into this restricted area; beware of foes patrolling the yard and covered storage depot as you progress inside. This is the usual entrance, and it's the recommended one, as long as you don't simply wander in and alert the guards dotted about the place.

Fence Gaps (Northeast and Northwest)

As the main warehouse with the target is on the northern side close to this perimeter, this is a recommended insertion point; to the northeast you can reach the yard and deal with a single foe before opening the warehouse garage or sneaking in via the doorway (or up the stacked containers to the open window). To the northwest, you have access to the small workshop area, and the scenery allows roof access to the warehouse and to the west container yard.

Rail Bridge (West)

It takes quite a while to reach here (as your starting position is to the east), but you can follow the south ledge or the north grass to reach here. Sneak in to hide behind the crates. Don't overlook this area, as it's close to the main warehouse entrance (and the only way to reach the foe inside who's on the balcony). There are some great cover opportunities at the container stacks. The enemy flees across this bridge, so block it with a vehicle

Fence Gap (Southwest and Southeast)

If you fall off the narrow concrete ledge that runs the width of this perimeter, you won't be able to access these two fence gaps, so take care when vaulting onto the ledge. If you fall, head east under the bridge, then back to the east entrance. The southeast gap allows you onto the container depot building for some great crate hiding. The southwest gap enables you to reach the container yard to the west and the workshop entrance to the main warehouse.

Yard (Exterior)

The yard has three distinct areas: the flat-roofed depot with two foes, several pallets and crates to hide behind, and a good view of the warehouse entrance to the north. There's an east yard with a forklift and a parked truck (the one the enemy uses to escape in, if disturbed) and a patrolling foe. There's also the west container yard, with another foe patrolling, and access to the western side of the warehouse. All other foes are inside the warehouse.

Warehouse (Interior)

Your target is located on a balcony in the chamber's southeastern corner. There are five foes here too, one on the northwest balcony (only accessible from the outside roof), two foes on the ground, and one in the workshop on the western side. The main entrance is too open and well guarded to be useful; instead there are open windows, the workshop, doorways, and even an upper window that are all much better infiltration options.

Progression Plans

There's an extremely stealthy way to finish this with only one takedown (the target). Plus, you have two methods of using stealth to remove all foes. Or you can simply shoot everything; the choice is yours:

Aggressive // Stealth: Sneaking to the Max

Difficulty:

Want to forgo all combat except for a target takedown? Then follow the perimeter fence to the gap in the northeast or northwest, and drop down by the outer wall of the warehouse. You're looking for the stacked container crates next to the northeast corner doorway. Climb to the top of them, as there's an open window.

Vault over the window. A "guard alert" icon appears; just move ahead (south) along the metal balcony overlooking the warehouse interior. Head around the corner and quietly cut off the oxygen to your target. Then simply retrace your steps and complete this mission, or stay and produce a gun if foe elimination is on your mind. Either way, this mission is a success!

Aggressive // Stealth: Behind All the Enemy Backs

Difficulty:

If you want to clear the entire area before taking down the foe, without firing a shot or letting the enemy know your location, then enter via the east or southeast insertion points. Profile as you go, and use the cameras to mark all the foes you can see. Find the first foe leaning on a bin in the southeast corner. Deal with him. Then head into the open depot and squat down among the wood stacks. Find the patrolling foe and strangle him.

Creep around behind the parked truck in the east entrance area, and follow the foe near the garage door and forklift; deal with him. Ignore the garage door, as this simply reveals the eastern side to the foes inside the warehouse. Instead, sneak in via the warehouse doorway in the northeast warehouse corner. Sneak behind the pipe stack and profile the nearby foes, including the target.

One of the foes strolls toward the garage door. Step out from the pipes and grab him, or creep to the area under the target (a smaller pipe stack) and remove this foe. Once he's down, you can easily climb the scenery to the target and remove him.

There are still four foes left; one usually is alerted and comes over to investigate. Drop down and knock him out. Wait in the small antechamber in the warehouse's southeast corner for a foe to come in from outside, then hop out the window, head around, and damage him. Bring an enemy down in the workshop on the warehouse' east interior. Use the west forklift to attract him if necessary.

Now climb the covered pallets to reach the low roof and the open window to the northwest, just behind where the last enemy is watching from his otherwise-inaccessible balcony. Vault over the window, bring him down, and congratulate yourself.

Tip

Of course, you can approach the guards in any order you please; you can work west to east instead. Whatever direction you choose, remove as many guards outside first before heading into the warehouse.

Driving // Offensive: On the Wrong Tracks

Difficulty:

If the foe is alarmed by your not-so silent antics, he drops down from his warehouse perch, heads south out of the main warehouse entrance, and then east to the waiting truck. If you can't tackle him before he gets to the truck, use the second truck behind this one and give chase (or a vehicle you parked just outside the restricted area.

Assuming you didn't block the train bridge with a vehicle to slow the target down, your target drives along the rails, then heads left (east) on the main road. Access the traffic lights or a steam pipe to cripple his vehicle, then shrug off his gunfire and bash him.

Aggressive // Violence: Mayhem and Murderous Acts

Difficulty:

Violence is a good option only after nullifying the target. Try some or all of these tactics, or invent your own:

The blue open container and various crates and pallets under the depot in the south side of the area is a good place to hold up with a rifle or machine gun, waiting for foes to come your way. Just watch you're not standing next to anything red; it explodes!

The cage of canisters right of the main warehouse entrance lights up really well; all the better if a foe is in front of it!

Don't forget the propane gas tank near the east forklift. Activate the forklift so foes investigate. Then shoot the tank.

The warehouse interior has several explosive canisters you can shoot or ignite with a grenade.

Drop an IED or grenades at the east entrance or the south warehouse exit, or other thresholds you expect resistance.

There's a junction box near the west forklift on the workshop wall by a cage of canisters. This creates a spectacular takedown opportunity!

The interior balcony of the warehouse is a great place to lob grenades down from. The roof of the warehouse is, too, which you can reach if you climb atop the workshop roof and then onto the open window in the northwest corner of the warehouse. Snipe from here too.

Snipe from the roof of the warehouse, the container stacks at the yard's west end, or the rail bridge.

Caution

Just because there's a garage door doesn't mean driving a vehicle in here is a good idea; it's too cluttered with explosive items to work as a moveable defense.

_PORT AUTHORITY

location: Dock Warehouse, East Docks

Enemy: The Club

NUMBER OF TARGETS: 1 (Veteran) / He may flee

NUMBER OF ENEMIES: 9 (Veteran x7, Elite x2)

Shot-Callers x3 (Veterans)

Hidden Camera x1 (elite)

(1 target, 3 shot-callers, 1 Hidden Camera)

Difficulty: ($2,500)

REINFORCEMENTS: two vehicles (Gunmen x2, Veteran x2)

You begin at the parking lot on the left side of the main terminal entrance to the Illinois Port Authority. Drive a truck into the port, toward the large warehouse surrounded by a stopped cargo train, masses of containers, and a crane track to the eastern shore.

Insertion Points

The area is completely open and flat, but the containers provide protection and obscure the enemies roaming this area. Expect two sets of foes: around five or six outside, surrounding the warehouse, and your target inside on an upper balcony, with three of his closest goons.

Southeast Locomotive and South Curved Road

This is the first area you'll see as you pull up, and this is where reinforcements usually disembark. Make full use of the cover here, as there are foes between the locomotive carriages, near the two protectors, and you're visible from inside the warehouse. Creep around the perimeter rather than dashing across the road, and use the pipe you can trigger to burst to attract foes if you wish.

Train Tracks (West)

This is arguably the best place to start your infiltration, as you can quickly hide between the carriages and containers and bring down the patrolling foes easily and without being seen. Make this the start of your clandestine maneuvers, opting to head north or south afterward. This is also good when engaging in a firefight (as the field of vision is narrow), though you need to watch for fire from behind you.

Crane Tracks (East)

Don't overlook the two guards who are on the prowl here. Knock them out using vault transformers or your pummeling. There are two vans parked here, too, and a variety of other debris; this is a good route to reach the northern warehouse opening, removing foes along the way. Otherwise, it is rarely used.

Stacking Crane Yard (North)

You should be heading here to check out the warehouse access, which involves watching the patrolling foes inside and tackling them one at a time from either end. There's a foe here to watch for, too, but he usually continues to just lean against a concrete barrier, close to the entrance. There are pipes to blow here, just like the opposite (south) side. Farther north is a stacking crane, which the target runs near when escaping, so it's worth learning this area in case of a pursuit.

Warehouse (Interior)

The interior sports a mass of small cover spots, and stairs on each side lead to a balcony where your target is standing. Four foes mean this reasonably enclosed space is difficult to sneak through, unless you remove your foes one at a time. Be sure to use the camera on the patrolling guard to hack the other cameras in this area, allowing you to mark all enemies. The target also bolts from here if you let him run. He's close to a soda machine, which you can attract him to if you're still employing stealth when you reach here.

Progression Plans

With this wide-open space and a foe in better cover than you're used to, assaulting the warehouse from one of the two entrances is the only viable option, if you're after a stealth takedown plan. But bloodshed can occur too.

Aggressive // Stealth: Triumphing over Adversity

Difficulty:

Head out of your vehicle and search out the cameras. Make a sweep of the entire exterior and mark the foes outside. Then leap over the train carriage, moving stealthily behind your first foe and taking him down. If you're at the southern end of the tracks, there's a transformer you can detonate, but this alerts foes and changes their patrol pattern.

Creep around the southern exterior of the curved road so the foe in this area doesn't see you. Use the wood stacks on the east side as cover and pounce on him. This plan ensures all exterior foes are defeated before you enter the warehouse, but you can try entering from the south right now (the second plan, below). Otherwise, creep northeast, toward the water.

There are massive yard cranes, three vans, and two explosive vaults to help remove the enemy here, though silent baton-bludgeoning is quieter. Tackle the first foe as he wanders to the edge of the pier. Use the vans as cover and creep to the second foe with his back to you. Bring him down near a third vault transformer.

Hop over the concrete barrier to the gravel area north of the warehouse. There's a foe here, but don't approach him until any enemies patrolling inside the warehouse have turned away. There's a pipe to burst here, if you need to attract attention. Then move to the corner of the warehouse door and peer in, assuming the two foes on the ground aren't looking your way.

Access the camera on the foe patrolling the ground, and pan up to either camera on the interior wall above the doorways. Use either of them to mark the remaining three foes (including the target). Carefully calculate when to lunge in and bring down the first foe on the ground: Do it when no others are looking, then sidestep into cover behind the warehouse machinery.

The three remaining foes freak out and start searching for you. Wait and grab one nearby, then the other so the target (up on the balcony) is the only foe left. Then scale either set of stairs and tackle him, finishing this without bloodshed or reinforcements being called.

Aggressive // Stealth: Leaving out the Majority

Difficulty:

Instead of concerning yourself with all the unnecessary exterior guards, you can simply approach either warehouse door from the south; you'll need to remove a single foe and raise the protectors. From the north, you'll need to remove a single foe. Then follow the advice listed for the latter parts of "Triumphing over Adversity" (previously); it isn't possible to remove the target without taking out a few of his henchmen. After downing the target, switch to ranged weaponry or escape.

Aggressive // Violence: Carnage at the Port Authority

Difficulty:

Using ranged weapons can keep you out of danger, if you fire from height, from a distance, and through the upper warehouse windows to kill the target's henchmen so he freaks out and tries to run.

The usual tactics are recommended when producing a shotgun or rifle and tagging foes as you go from cover to cover; just watch for enemy vehicles coming in near the southwest curved road. Plant an IED there if you wish.

Flush out foes inside the warehouse by stepping to the doorway and lobbing in grenades. Basically, almost every container stack surrounding the warehouse can be climbed on and sniped from. But there are two locations where it's more tactical to move to:

Eastside Stack: The green and red containers east of the entry road, under the massive yellow container crane, are a good place to shoot from; you can fire into the warehouse where the target is (but don't kill him!) as well as the grounds, and you have a commanding view of reinforcements.

Westside Crane: It isn't quite as maneuverable, but you can summon and stand on the stacking crane on the west side, affording great views into the warehouse and the secondary yard. As this is the route the fleeing target takes, you can easily drop in and catch him before he gets away.

Driving // Offensive: Driving a Vehicle of Antiquity

Difficulty:

There are two ways to bring vehicles into the mission:

You can set up a very elaborate plan by removing exterior guards, driving a van to block one warehouse entrance, having a second block the other, and standing atop the van and lobbing in grenades, trapping the foes inside.

You can drive into the warehouse, hopefully running over as many foes as you can. Hop out, using the van as cover, and then go for the target.

Or, you can employ any previous tactic until the target tries to rush out of the warehouse and escape to the north. Don't explode any transformers as you chase him down; you can kill him and fail the mission. He runs past a carrier and a forklift, to a vehicle. Enter the other vehicle (which has rather boatlike handling, unfortunately) and give chase. There are blockers at the port authority exit and a suspension bridge to raise, stopping the foe in his tracks.

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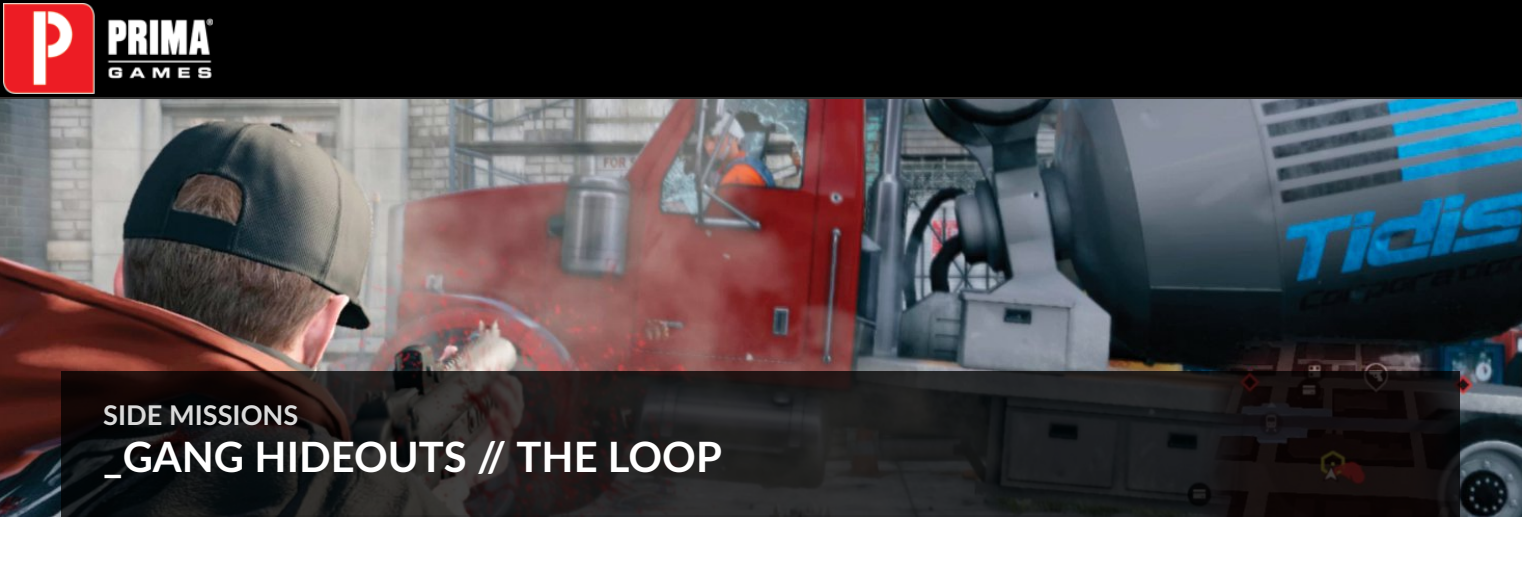

SIDE MISSIONS

_GANG HIDEOUTS // THE LOOP

_NO PARKING

location: PALIN CORRECTIONAL FACILITY (PARKING LOT)

Enemy: THE CLUB

NUMBER OF TARGETS: 1 (Veteran) / He May Flee

NUMBER OF ENEMIES: 10 (Gunman x1, Veteran x9)

Shot-Callers x3 (Veterans)

HIDDEN CAMERAS X1 (VETERAN)

Difficulty: ($2,500 REWARD)

REINFORCEMENTS: Gunmen x4, UP TO FOUR VEHICLES (GUNMeN X2, VETERAN X2)

Commence this mission at the entrance to the Raven Building, across the road from the Palin Correctional Facility. You want to reach the multistory parking lot attached to the facility, to the east. Jog down the road until you're on the street by the side of the structure and can begin to investigate this rectangular restricted area.

Insertion Points

Although this location has four separate floors (including the roof), insertion points are limited to the four areas detailed below. However, just because you can't access a location from a specific point doesn't mean your options are that limited, as the Progression Plans reveal!

Newsstand Scissor Lift (Southwest)

This is an excellent place to begin your more clandestine operations, as the gap in the parking lot wall one floor up allows access to the first of two floors of foes. You can sneak here or let rip with weapons. It's also a good escape route if you need to drop down to catch the target if he's escaping by vehicle.

Garage Doors (North and South)

These are usually closed and on the ground floor of the lot. Close all four before you proceed; it takes the target an extra couple of seconds to escape if you let him enter his vehicle and leave. Not usually helpful when infiltrating, it's still important to know these locations and perhaps block them with your own vehicles to hinder the target escaping.

Pedestrian Stairwell (East)

Another great place for infiltrating, this stairwell runs from the ground floor (no enemies) up to the lower-middle floor (five foes) and the upper middle (four foes, one of which is your target). You can also access the roof, which can provide a rather cunning secondary sneaking method of reaching your foes (see below). Watch for foes at the entrances to each interior floor as you climb.

Parking Lot Interior

The ground floor has some parked vehicles and the vehicle ramp leading to one of four garage door exits. The lower-middle floor has five foes and several vehicles and isn't necessary to enter. The upper-middle floor has four foes, one of which is the target standing above the north garage doors, close to the van he usually uses to escape. The roof has access to the opposite side of the upper-middle floor. All floors are connected via the stairwell and the curved vehicle ramp.

Progression Plans

There are two excellent methods of reaching your target using stealth (one involving few guard deaths, while the other has minimal casualties). There are some amusingly violent methods to complete this task too!

Aggressive // Stealth: Attempting Not to Get Caught

Difficulty:

Use the scissor lift and scramble onto the vehicle ramp. Hide behind it and close to the foe under the camera, across from you. Mark him and use other cameras across this floor to mark the remaining enemies; then pounce on this enemy, close to the parked van. Then hide behind it.

Venture across the room and melee-strike the guard leaning against the pillar, close to your location. There are three foes left; access the camera in the one by the stairwell, and watch it as he climbs the stairwell to the upper-middle floor, where you can mark the four remaining foes (except the one at the far end).

Step forward and either use the pipes or other explosive areas the guards are standing near (which alerts foes upstairs; not recommended). You can also use lures to ensure you remove the last two guards on this level in silence. Then climb the stairwell, or the curved vehicle ramp, and begin to tackle the remaining foes on the upper floor. With only five left, you can resort to ranged violence if you need to, as long as you understand the target will bolt for his vehicle.

Aggressive // Stealth: Creeping through the Parking Lot

Difficulty:

Use the stairwell to reach the steps just below the lower-middle floor, where the foe with the camera is waiting. Access the camera so the foe heads into your stairwell. Follow him up and strangle him, and continue up to the roof. Ignore all enemies on the lower-middle floor at this point (at least until you neutralize the target).

Head across the roof to the stairwell on the northwestern corner, where a lone guard is waiting. Mark him by profiling, then wait for him to move away. Quickly head down the stairs, melee-strike him, and step into cover. You have four foes on this level to melee-strike at this point. You can creep along the cars, use the concrete pillars, or seize the opportunity when you're near the target to melee-strike him before resorting to gunplay.

Aggressive // Smart: The Infiltration Gets Fraught

Difficulty:

Use the cameras mounted on the parking lot and the guards, and detonate pipes and a propane tank in the corner of the lower-middle floor. However, all this destruction tends to freak out the target, who makes a break for it, and reinforcements are usually called too. It makes sense to try these only if you're actively coaxing the target to escape by vehicle (so you can stop him at the garage doors).

Aggressive // Violence: Only One of Them Doesn't Get Shot

Difficulty:

While it's fine to shoot the enemies throughout this structure, don't kill the target and don't expect to waltz through without further reinforcements being called. The usual cover-and-gun plan works, and explosives and projectiles do the job, but being too aggressive (especially if you're shooting at the escaping target's vehicle) can result in you killing the target and failing this mission. However, there's still a cool plan to try:

Dash through the correctional facility courtyard and up the adjacent L-train station steps. Don't worry about the "mission exit" warning; as long as you're quick, you can reach the platform, drop onto the tracks, and run east, along the tracks to your target's location. Shoot near rather than at him, so he freaks out and enters his vehicle. Then drop down to a heavy landing, right near the garage doors, stop his escape, and complete the mission!

Driving // Offensive: Remembering What You Were Taught

Difficulty:

If the foe escapes (usually in his van), have a vehicle close by so you can easily follow him; then employ all the (nonlethal) techniques you've learned in your driving chases to stop the van, such as the steam pipe. Don't accidentally switch to a gun when the foe escapes; rush and pound on him with a melee strike to finish.

_STREET CLEANING

location: Alley, North Loop

Enemy: THE CLUB

NUMBER OF TARGETS: 1 (Veteran) / He May Flee

NUMBER OF ENEMIES: 7 (Gunmen x3, Veteran x3, Marksman x1)

Shot-Callers x 2 (Veterans)

Difficulty: ($2,500 Reward)

REINFORCEMENTS: UP TO Three VEHICLES (Gunmen x 2, Veteran x 4)

Take your call at the bridge before jogging over the main intersection and checking out the alley area where a group of Club members are up to no good. You are fortunate that there are only a few to worry about, though that sniper might give you a bit of trouble.

Insertion Points

There are technically six insertion points to this alley area, but only four are useful (the other two lead to or from the traffic tunnels, and you can't enter from here without moving out of the mission zone). All six are noted for your convenience.

East Alley

This set of steps and the alley re the closest to your starting point. You can actually strangle the waiting foe by simply walking up to him, as you're still outside the restricted area when you do. Watch out when you enter, though, as the alley widens and the foe on the north parking lot balcony and the sniper can spot you. Head right (south) and you can sneak around to the target.

North Parking Lot

This is arguably the most helpful insertion point, as you can easily see and mark every foe, you have the advantage of height (for grenade tossing), and you can use the forklift to reach the sniper's camping spot and take him out, freeing you up to stealthily take everyone else down. You can also easily head down the steps to the pipes and garage floor to continue your stealth operations. Recommended.

Northeast Traffic Tunnel Garage

This is never used, as the foe doesn't escape in this direction, and you can't drive down to this point and enter from here anyway (and it doesn't give you any advantages to approach from this direction). A second car is parked here; use it if the target bolts to his vehicle so you can give chase.

West Steps

You need to temporarily leave the mission area to reach these steps from the top. Normally that would be a problem, but if you care only about swiftly taking down the target, you can easily reach him from here before using guns on his henchmen afterward. Also recommended.

South Alley

This is an easily navigable area to insert yourself into, dropping the guard near the bottom of the steps. However, the sniper on the roof ledge opposite (north) of this location hamstrings you, making it difficult to sneak in from here.

South Traffic Tunnel Ramp

Learn where this is, as the target drives at some speed down here if he becomes aware of your actions and doesn't want to fight. There's an L-shaped alley linking back to the east alley area, too, which is good if you're avoiding foes trying to find you or wanting another route to your target.

Progression Plans

As long as you neutralize the sniper before he spots you and understand the target's predilection for running to his car to escape, this is the most straightforward of the Gang Hideout missions. It is reasonably easy to take down all enemies no matter the direction you enter from. Some of the safer routes are detailed here:

Aggressive // Stealth: Club Takedowns in an Alley

Difficulty:

Dash around to the parking lot with the hut and a single foe between a Dumpster and a van. Easily take him out, then hack into the camera above you. Cycle through the other cameras here, marking the remaining six foes. These are dramatically easier to bring down after removing the sniper.

Lower the pallet of drywall on the forklift ahead and left of you, then use it to climb onto the high perch where the sniper is waiting (usually with his back to you). Explode a junction box to the left, or better yet (if stealth is important), strangle him and remove the biggest threat to your infiltration.

Backtrack to the parking lot, and drop down the hole in the stairwell to the covered garage. Sneak out, bash a nearby foe between the vans, then head out and tackle the enemy in the east alley. Your foes are usually alerted by this time and set off to find you. Hide behind a fence in the L-shaped alley or behind the vans or pallets, and drop both the remaining foes. You can now easily approach and beat down the target, standing by the concrete barriers near his vehicle.

Aggressive // Stealth: Target Strike; Don't Dillydally

Difficulty:

In this Gang Hideout mission, you can remove the target first and flee or fire afterward: Choose the west steps and jog down to the concrete blocks near the forklift to hide behind. Then jog out, bash the target, and leave or prepare for more violent combat.

Tip

A variation on this takedown involves simply driving down any of the entrances on a bike, getting out to whack the target, and then fleeing.

Aggressive // Smart: Deal with These Explosions, Pally

Difficulty:

If the sniper is a nightmare to deal with and you don't want to sneak up on him, use the cameras and access the junction box. Blow it up and send him flying. The ctOS box on the parking lot level plunges this area into darkness, which helps during nighttime assaults too. Otherwise, there are forklifts for attracting and another explosion you can attempt in the covered garage and south alley if foes wander in there.

Tip

Don't forget you can shoot as well as hack these targets.

Aggressive // Violence: Keeping a Head Count

Difficulty:

Your foe will flee if you bring a gun to bear, so cripple his vehicle with an IED or grenades, or remove him as a threat first. Then you can entertain yourself from the sniper's perch, dropping grenades from the parking lot balcony and using the L-shaped side alley to sneak back and forth with lures to confuse your enemies.

Driving // Offensive: A Vehicle Chase for a Finale

Difficulty:

If the foe gets spooked and rushes to his vehicle, find the adjacent car near the garage door and follow him south. Head down a ramp into the traffic tunnel and up into the street under the L-train tracks. A blocker is immediately available to stop this pursuit. Otherwise, it's a quick dash around town, waiting for a steam pipe to explode or traffic lights to slow your foe so you can ram him.

_TWO FOR ONE

location: 36 WESTERN SHOPPING COURTYARD (SOUTH ROOFS)

Enemy: THE CLUB

NUMBER OF TARGETS: 2 (Veterans) / DO NOT FLEE

NUMBER OF ENEMIES: 10 (Veteran x9, Marksman x1)

Shot-Callers x2 (Veteran, Marksman)

Difficulty: ($2,500 Reward)

REINFORCEMENTS: UP TO FOUR VEHICLES (Gunmen x4, Veteran x4)

Start your mission close to the western L-train station on "the Island" in the western part of the Loop. Find an adjacent open-air shopping plaza known as the "36," with the enemies atop the southern rooftop area (flat structures of various heights). Begin your infiltration by choosing one of the many insertion points to head in from.

Insertion Points

Though the enemy is dug in on the rooftops, they are extremely visible. There are many possible insertion points, but some access areas are vastly more helpful than others. It's also helpful to figure out which of these might become an escape point if your infiltration gets too tough to handle!

Rail Platform (North)

If you climb the steps near the start and head north over the L-train platform tracks (watching for trains!), you can vault over the wall and land on the upper-level cafe area, across from all the enemies. Reach them by crossing the glass roofs on either side, mark foes, and access cameras. This is an excellent position for reconnoitering.

Construction Lift (West)

Head to the plaza's western side, outside the perimeter. Activate the construction lift and ride to the roof where your first three opponents (including the first target) are. Even if you don't use this route, find the lift in case you need to drop onto it during a swift exit. Place a vehicle here to use if you need to escape reinforcements arriving by car.

36 Signage (East)

On the opposite side of the plaza perimeter to the lift is a series of stepped planters near the "36" sign. Climb up these for another excellent method of reaching the foes on this side of the rooftops (near a solar panel you can maneuver). If you're removing the enemy in a clockwise direction, this is the place to start.

Main Stairs (North)

Or, you can creep up to the roof area from these easily accessed steps, which brings you out into the middle of the rooftops. This isn't ideal, as there's a sniper who can easily spot you (unless you activate the protector) and you're caught between both sides of foes, meaning you're more easily spotted. This makes a good escape location, though.

Plaza Courtyard (Center)

You can also access the roofs from the northwestern corner by climbing the planter to the lowest roof where one of the targets is stationed. This isn't a particularly wise decision, as the enemy has the height advantage, you're easily spotted, and foes are on both sides of you, meaning you're outflanked. It's only really necessary to be on the ground when marking foes or locating cameras to help find your enemies.

Progression Plans

With two targets and a nasty sniper atop the highest roof, stealth is really the only option here. But there are multiple methods of reaching both of the targets with minimal risk and some entertaining methods to dispose of everyone else:

Aggressive // Stealth: Sneaking Across the Rooftops

Difficulty:

Start by the construction lift, entering via the lift or from the L-train platform. Melee strikes are mandatory if you want to complete this without reinforcements. Tackle the foe in the corner near the stacks of construction materials, then creep back behind the large wooden board stacks and bash the foe by the AC ductwork.

You can then leap over the ductwork to the foe leaning on a second AC duct and bring him down; that's your first target already removed. Then creep right to the covered pallets and use them to access the highest rooftop, sneak up, and remove the sniper up here.

Face north and drop down by the ladder. Bring down the patrolling enemy near more ductwork on the near side of this long connecting roof with the tree cluster in the middle. Creep past the tree to hide behind more ductwork near the protector, but far enough away from the foes near the solar panel. Then bring down another patrolling enemy.

This leaves only four additional foes: Quickly drop into cover and approach the enemies on the rooftop with the solar panel. When one moves to the side nearest you, head over and bash him. Then dash to the solar panel, use it as cover, before quickly maneuvering over and neutralizing the other foe to the northeast.

Now for the other target; retrace your steps to the area above the low roof where your two remaining foes are. Leap down and take out the target. Burst the steam pipe first, or shoot the guard with the target in the head first as alternatives to shrugging off fire as you bring the enemies down in quick succession.

Aggressive // Stealth: Another Possible Clandestine Op

Difficulty:

An alternative to the first plan is to execute stealth tactics, but approach from the northeast, up the stepped planters by the "36" sign, then onto the roof with the solar panel. Tackle foes clockwise but keep the target and single foe on the low rooftop for last. The only problem is how much more difficult this route is; the sniper can more easily spot you, as can the targets near the construction lift. But it's almost as effective a maneuver.

Aggressive // Violence: Setting Up a Sniper Drop

Difficulty:

If you want to replace your baton work with a shiny gun and a bad attitude, it's possible to go in with guns blazing, providing you're extremely careful you don't aim at either of the two targets; you must take these out with melee strikes. Dashing from cover to cover waving a shotgun or assault rifle isn't really a tactic, so try the following instead:

Set up a sniping position at the opposite end of the rooftops, near the L-train station, focusing on the sniper opposite first. Quickly bring him down, then start tagging any Shot-Callers (mark your foes first so you can see this). Once everyone else is downed, walk in and strike down the two targets, which shouldn't be hard since you removed their henchmen.

_THE LOW ROAD

location: Pipe Excavation, under freeway, north mad mile

Enemy: THE CLUB

NUMBER OF TARGETS: 1 (Veteran) / HE May Flee

NUMBER OF ENEMIES: 10 (Veteran x1, Elite x9)

Shot-Callers x4 (Elites)

Difficulty: ($10,000 Reward)

REINFORCEMENTS: UP TO TWO VEHICLES (Gunmen x2, Veteran x2)

You start this mission close to the L-train tracks and a pedestrian precinct, but the action takes place a couple of blocks away, past the major freeway on-ramp. The actual restricted area is beneath the freeway bridge—a construction site filled with equipment and debris.

Insertion Points

The area is "unsecured," as there's a well-defined perimeter fence you can't climb over, but numerous openings that allow access easily, mostly without being spotted. Remember these locations throughout your infiltration, in case you need to leave in a hurry.

Southeast Container Steps

Use the pallets to get onto the red container, which then allows you to drop down into one corner of the restricted area. There's a foe patrolling the open red container in here and a diagonal route directly to the target. Or head north and assault the foes there if you're trying to bring down everyone else first.

East Entrance

As there are three foes close to this entrance, sneaking in here is a little tricky; use this during a stealth infiltration once most of the area is secure. You have a good view of the interior, though, and can choose whether to skirt around to the south (red container) or north (concrete blocks).

Northeast Fence Gaps

Close to the low concrete block wall and ramp and a blue Dumpster are two gaps in the fence. These are reasonably useful for hopping in, melee-striking a foe, and then either continuing the infiltration or leaving. There's also a scissor lift by the north fence, but this is for attracting foes, not standing on (unless you want everyone to know where you are and start dropping grenades). Note the two junction boxes on the freeway support for blasting (or distracting) foes.

Northwest Fence Gaps

Between the giant concrete pipe in this area are two more fence gaps. If you snuck around here from the starting point, you'll find it a little easier infiltrating, and there are numerous cover spots as well as a hut to skulk near.

West Entrance and Fence Gap

This is directly opposite the east entrance and offers a great view of the target standing in the middle of the area, but the lack of cover makes moving in here a problem (unless you do something crazy like drive a car in here). Sneak across when foes aren't watching and prepare to be discovered.

Southwest Blocks and Fence Gap

A couple of guards are mooching around here, which is surprisingly easy to infiltrate; the blocks cover a much wider area. However, you can be spotted climbing over here. The nearby ctOS box (south fence), junction box (freeway support), and forklift are all accessible from this point if you need a distraction.

South Fence Gap

This small gap is actually extremely handy, as it's the best route to take if you want to remove the target without tackling any other foe. There's a ctOS box and forklift here to coax or damage enemies, and you have good flexibility in your routes once you're here.

Construction Site Interior

This is a roughly rectangular restricted area, except for the northwest area, which bulges out slightly and features foes everywhere, with your target standing close to two large pipe trenches in the middle. Try not to drop down here while chasing, as you stumble. It's usually wise to keep to the cover opportunities around the perimeter too.

Progression Plans

Your target is well guarded, and foes spot you when you're strangling one of their own. This makes a purely stealth takedown difficult, but not impossible. However, you can circumvent this problem....

Aggressive // Stealth: Target Under the Freeway

Difficulty:

If the maze of debris and the alert guards are too much like hard work, why not simply stroll in, throttle your target, and leave without the Club figuring out anything's amiss? Enter via the south gap, creep to the left of the concrete block stack, and over to the target in the middle of the restricted area. Drop him, and leave the way you came. Simple, and effective.

Tip

For a slightly different take, drive a bike or narrow vehicle through the west entrance, straight to the foe. Get out and strangle him. The only problem is being cut down by enemy fire or having the foe escape to a vehicle.

Aggressive // Stealth: A More Convoluted Way to Flay

Difficulty:

If you enjoy stealth takedowns for everyone, begin at the perimeter, dart in to grab one foe at a time, then move out of the area and around to a different insertion point. Gradually whittle down the foes until only the ones in the middle are left. You can begin from any insertion point, but here is one route:

Enter via the east entrance, pounce on the foe to the south, near the open red container on the other side of the mesh fence. Then take down the enemy leaning on the wood stack, then get the guard patrolling the fence to the northeast.

Continue from east to west, alerting foes using the scissor lift before following one and removing him. Tackle another by the big pipe to the northwest, then move south, past the hut to the drywall near the west entrance. Wait for a foe to mosey over and grab him.

There are four more enemies left (including the target), so exit and move to the southwest blocks, jump in, and grab the foe by the fence, the one near the junction box, and the last foe patrolling close to your target. The target falls next.

Aggressive // Violence: Guns Loaded, into the Fray

Difficulty:

This construction site is a playground for lures of all types, as well as your shotgun; step out to bag a foe before heading back into cover. If you're trying out a sniper rifle, the grassy hill southeast of the area is a good place to camp. Though you can move along the on-ramp, you're easily spotted (but you can lob in grenades).

There are junction boxes and ctOS boxes to explode (the latter of which plunges the area into darkness during nighttime infiltrations); do this only during gun battles or the target freaks out and runs and foes become alerted, spotting you more easily.

Driving // Offensive: When Your Target Just Won't Stay

Difficulty:

Have you thought about starting enough explosions and gunfire so the target flees toward his vehicle on the road to the northwest, but waiting for him by the giant concrete pipe and stopping him before he gets to his car? Or hemming in the car with a large vehicle to slow him down? No? Then give chase instead, following the target car until you see a blocker and steam pipe; these easily stop the foe in his tracks.

_THE TOWER

location: Parking Tower, South Mad Mile

Enemy: THE CLUB

NUMBER OF TARGETS: 1 (Veteran) / He May Flee

NUMBER OF ENEMIES: 10 (Gunman x4, Veteran x1, Elite x5)

Shot-Callers x3 (Gunman, Elites)

Difficulty: ($2,500 REWARD)

REINFORCEMENTS: UP TO Four Foes (Gunmen x4) from below

Begin your mission at the base of some steps about a block north of the twin parking lot structures; the more southern one is your insertion point. Dash there, and look for the ground-level entrance or the construction lift to gain access.

Insertion Points

The target is on the fifth story of this spiraling tower parking lot. The construction lift moves you up to the second story, and the actual infiltration starts around the third story. You run counterclockwise up this long parking lot path.

Construction Lift (Outside)

Use the newsstand as an anchor point, and jog left to the construction lift. Activate it to rise up two stories and enter the structure at the highest possible point. If the combat is going terribly, keep the lift location in mind, and vault over the outer parking railing to land here; you'll almost certainly miss or die, but it's there if you want an (admittedly terrible) escape drop!

Ground Floor

Run to the right of the newsstand to reach the ground-level entrance. Your target drives out from here if you manage to let him escape in his van. Drive a couple of vehicles and block this entrance to slow him down. This is a long slog to the third floor and the start of the infiltration, so you consider using a vehicle (such as a bike) to get there.

Third Floor

This initial 180-degree "curve" has four foes, a mesh wall, pallets to hide behind, and vehicles. Use the cameras to mark foes (except for one peering over the outer edge near the parked truck). There's a forklift to attract foes and a scissor lift if you want a shortcut up to where the target is. After that, expect drywall and pallet stacks on either side of the curved road.

Fourth Floor

This 180-degree curve has a regulator (steam pipe) in the inner wall, some heavy vehicles, a forklift, and some scaffolding in the inner wall area to climb and hide in, if the infiltration turns violent.

Fifth Floor (Target)

The target is with two or three guards, and there's a parked van he escapes in, as well as a truck parked slightly farther down the hill (which you need to use to give chase). The edge of the fifth floor behind the target allows access down to the scissor lift and third floor (below). There's a regulator and junction box to explode too.

Progression Plans

You might think about trying to snipe or inspect the tower from an adjacent building, but all are out of your mission area; the only way is in and up. There are really only three plans to try: stealthy, a shortcut using the scissor lift, or gun-based mayhem that results in the target escaping by van.

Aggressive // Stealth: Tower of Terror

Difficulty:

As soon as you reach the edge of the restricted area, step left to the inner wall and approach the first guard leaning against a pillar in front of the fence. Drop him, then use the cameras to mark every foe in the building, except for the one you can't see; he's through the fence, on the balcony edge. Tackle him next.

The next three foes are close together, so time the takedowns when they aren't looking at each other. Wait for the nearest foe to come close to the scissor lift, then step out and strangle him. Keep on the outer edge, behind the Porta-Potties and concrete blocks. Wait for the next foe and jump out to throttle him. Then work the forklift at the inner wall so the third foe becomes transfixed; head behind and remove him.

Foes should be alerted and may head down the curved road, so follow them and remove two of them now. You can lurk near the ladder and scaffold hidey-hole so you can drop down and deliver a baton strike, but it's usually better to stay on the outside cover, as it's easier to hide than if you're huddled behind a pillar on the inner circle with nowhere to go. At this point, you're usually seen, or the foes have moved from their original patrol patterns.

You're now extremely close to the target, who may have an assault rifle. Don't match his weapons; keep your baton primed and rush him, but only after his henchmen fall; you don't want to be cut down by bullets as you bring the target down.

Aggressive // Stealth: Scissor Lift Takedown; Even Rarer

Difficulty:

The scissor lift doesn't attract foes if none are near, so remove the single enemy looking over the railing and then the patrolling enemy nearby. Ride the lift up to the target, step off behind the pillar and concrete block, and easily spot your target. Even if the two guards know you're coming, you can quickly shoot them before manhandling the target. Retrace your steps, engage in a gun battle, or use a vehicle to flee.

Aggressive // Violence: Using Guns After Error

Difficulty:

With the threat of violence looming, the foe takes off. Always check where your nearest vehicle is so you can jump in and follow him (or take him down using the scissor lift route first). Then you're free to mow down enemies using your favored firearms. The scaffold on the fourth floor is reasonable to use during a firefight, but it's usually better to take the scissor lift to the top and work your way down and clockwise (with the height advantage), dropping to cover as you go.

Tip

Regulators and other explosive pipes are great to employ using bullets instead of hacking here.

Driving // Offensive: An Excellent Preparer

Difficulty:

You know the enemy is going to try fleeing, so drop an IED (or launch a grenade) from the balcony on the fifth floor where the target was. As the target drives down a floor, you can stop the vehicle with a well-aimed punt or lob and hope the explosion doesn't kill him.

You can also try driving up the curved road using one of the many parked vehicles, hitting foes and blocking the escaping target as you go. This is dangerous, but the blockade can hinder your target.

Or, if the foe passes your trap, make sure you're driving the nearby truck in hot pursuit! He leaves the tower (did you block the exit with another vehicle?), and you need to follow him in the dizzying descent before employing traffic lights and steam pipes to ruin his day (and his van).

MISSION REWARDS (PER MISSION)

$2,500, $5,000, OR $10,000 ACQUIRED

SKILL POINT ACQUIRED +1

MISSION REWARDS (UNLOCKS)

COMPLETE 1 GANG HIDEOUT: AK-47 (WEAPON)

COMPLETE 5 GANG HIDEOUTS: RAPID RELOAD (SKILL)

COMPLETE 10 GANG HIDEOUTS: SPEC OPS SMG-11 (WEAPON)

COMPLETE 15 GANG HIDEOUTS: BASEST BASE (ACHIEVEMENT)

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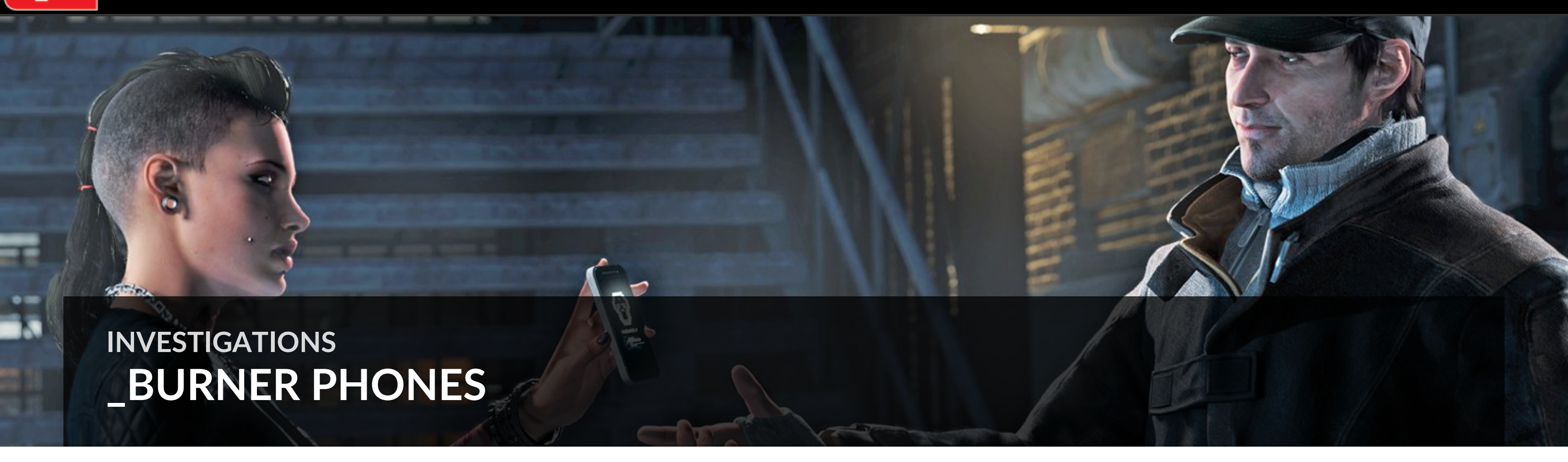

INVESTIGATIONS

_BURNER PHONES

1. PHONE RECALLING

Location / Chicago // All Districts

During your infiltration of Chicago's seedy underworld, you may come across a discarded "burner phone," strewn in an out-of-the-way place and seemingly useless. These provide a trail of clues to fill you in on the troubled life of Maurice Vega, the thug who had a hand in the crash that killed your niece and who you most recently left Jordi to mop up. Locate all eight burner phones to conclude this investigation.

Tip

This investigation commences during Act I // 1: Bottom of the Eighth. To easily find all of these phones, unlock each ctOS control center and ctOS tower, then find the icon on your world map. Or, check this guide's world map. Check the total number of phones collected in the Progression Wheel (under Investigations / Burner Phones).

2. FAMILY TIES

The following locations show Maurice's past locations, current phone locations, and the associated Audio Logs shed light on Maurice's nefarious activities (and the debts he accrued). Aside from the "mandatory" burner phone, they can be discovered in any order and are presented by district, working from northwest to southeast, wherever possible.

Mandatory (Parker Square) / Burner Phones

Burner Phone 01

Location / Parker Square // May Stadium Locker Room

During the initial stages of Act I // Bottom of the Eighth, you receive an objective to examine Maurice's personal phone for information. This investigation commences once you hack this phone, which is close to a stool by the unconscious body of Maurice. You receive your first Maurice-related Audio Log once you hack it.

Pawnee / Burner Phones

Burner Phone 02

Location / Pawnee // Marina: Blue Corrugated Shack

Inspect the fenced property at the back (east) of the fish restaurant in Pawnee Marina. Amid the long grass, barrels, and pallet stacks is a blue corrugated shack with shutters. The phone is on the tool cabinet. A good time to snag this phone is during Act III // 1: Hope Is a Sad Thing. The Audio Log is accessed at the same time as the phone.

Burner Phone 03

Location / Pawnee // Pawnee Trailer Park

Move up the main dirt road into the park, heading south. Close to the rocky perimeter are two trailers linked with a makeshift bridge. Climb on the air-conditioning unit or fridge to reach the roof of either trailer, then inspect the blue balcony lip near the mattress and beer bottles. Find this during Act III / 2: A Pit of Paranoia.

Burner Phone 04

Location / Pawnee // Crazy Moose Motel

Whenever you're entering Pawnee, just before the first tunnel, stop at this cut-price motel and locate the ladder on the right side of the premises, under a security camera. Climb onto the low roof and jog around behind the large "Motel" sign, near the air-conditioning unit. The metal grating behind the letter "L" has a phone resting on it.

The Wards / Burner Phones

Burner Phone 05

Location / The Wards // Rossi-Fremont Tenements

Scour the overgrown and concrete-strewn yard of the Rossi-Fremont Tenement block. To the right (south) of the yard entrance is a ruined tower with the remains of concrete pillars around it. Enter and climb to the open stairwell and check the wooden platform board for the phone. Access during Act II / 6: Jury-Rigged if you wish.

Brandon Docks / Burner Phones

Burner Phone 06

Location / Brandon Docks // Treatment Plant Warehouse

Head to the southeastern part of the docks, on the opposite road to the ctOS control center. Climb the container stack to an open window along the northwest perimeter of this building. Hop into a balcony area, to the corner with strewn cardboard and a mattress with the phone on it. Snag it during Act IV / 5: Little Sister, if you wish.

Burner Phone 07

Location / Brandon Docks // Shipping Warehouse

Enter the huge, cube-shaped warehouse just before the dock area turns to the northwest. Head up to the two desks in the southwest corner to find the phone. You may want to visit here just after completing Act II / 12: A Risky Bid; the auction warehouses are just northwest of here.

Burner Phone 08

Location / The Loop // Swing Bridge and Homeless Shanty Town

South of the shanty town under the freeway, near the entrance to The Bunker, is a cardboard cover and crumpled mattress. The phone is on a blanket. You may wish to obtain it during Act II / 4: One Foot in the Grave, before the chase to the poker game begins.

Note

There are no Burner Phones in Mad Mile.

After you find all eight burner phones, and learn of Maurice's predicament through Audio Logs, this investigation concludes.

MISSION REWARDS (Investigation)

None

MISSION REWARDS (Unlocks)

Find 7 Burner Phones: Vespid LE (Vehicle)

Find all 8 Burner Phones: Sanity Check (Achievement)

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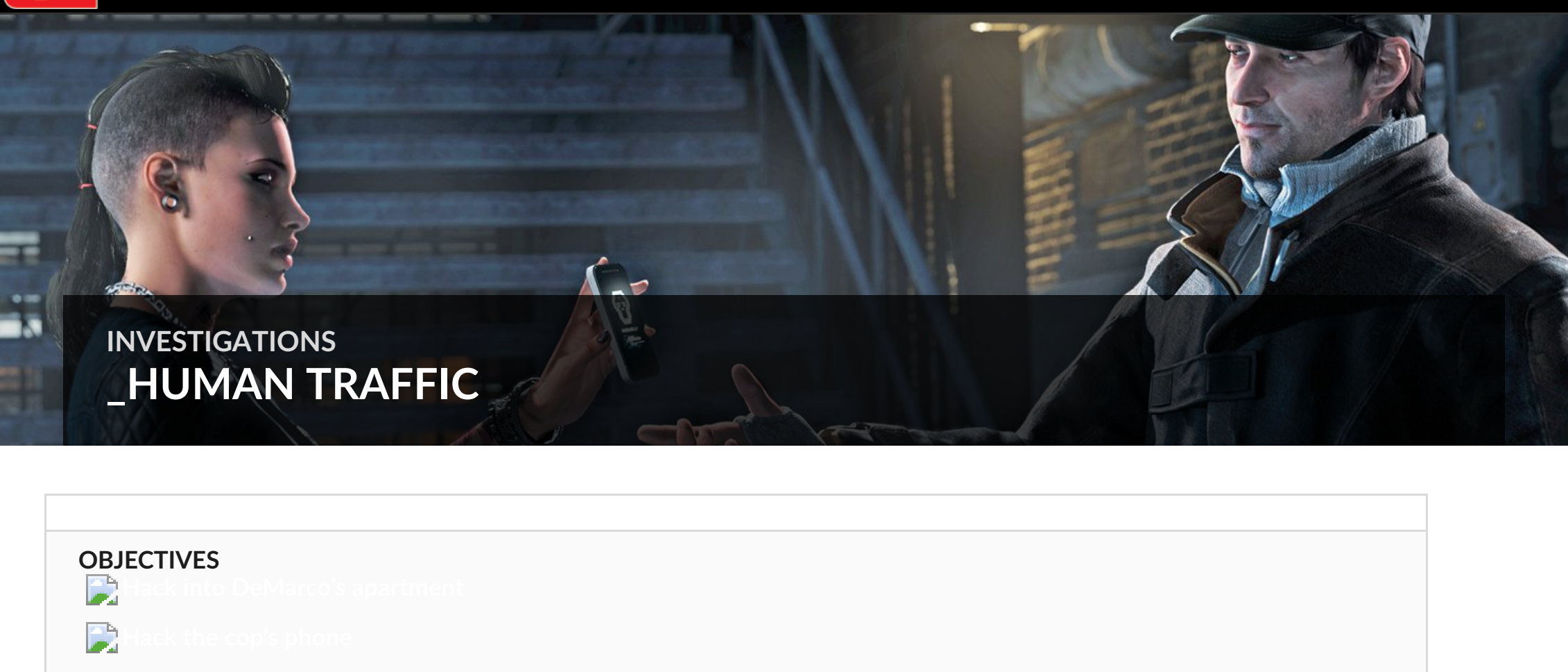

INVESTIGATIONS
_HUMAN TRAFFIC

OBJECTIVES
- Hack into DeMarco's apartment
- Hack the cop's phone
- Eliminate DeMarco before the corrupt cops reach the prison
- Escape the police

1. BRIEFCASE GATHERING

Location / Chicago // All Districts

You may receive a message regarding the possible position of a "human traffic buyer." Several bidders escaped Lucky Quinn's auction. It is up to you to bring them to justice. When a "buyer" appears on your map, immediately locate, reach, and profile him.

Hack the buyer's phone and listen in or follow the text. After the conversation, your map updates with a known location of a briefcase. Visit the newly located area and search for a ctOS router to hack. You may have a hotspot to solve.

Once you solve the hotspot, you are usually looking through a webcam into an apartment of the building you just hacked. Move the camera around, possibly hacking other equipment (or cameras to change position for a better look), until you find the briefcase. Scan that, and you move one step closer to solving this investigation. There are ten briefcases to find.

Note

This is a two-step process: must find and hack a buyer. Then, reach his hideout and find his briefcase. When you find all briefcases, the mission commences.

Tip

This investigation commences once Act II / 12: A Risky Bid has concluded. To easily find all of these buyers and briefcases, unlock each ctOS control center and ctOS tower, then find the buyer locations on your world map. Or, check this guide's world map for both buyer and briefcase locations. Check the total number of briefcases collected in the Progression Wheel (under Investigations/Briefcases).

Tip

Don't forget to set a GPS course for each briefcase after hacking the buyer, or else you'll have to scour the world map for its location.

2. HUMAN TRAFFICKING

The following locations show each buyer's location and the associated briefcase. They can be discovered in any order, and the buyers are presented by district, working from northwest to southeast, wherever possible. The briefcases are not in this order; they are listed in association with their appropriate buyer.

Pawnee / Buyers

01 // Gregory Foydalem

Location / Pawnee // Pawnee Cemetery

Head to northeast Pawnee, park near the gun shop, and wander down into the tiered cemetery, where this buyer is standing over a grave, chatting to "Sara."

Location / Brandon Docks // Tidis Warehouse Lock-Up

Gregory Foydalem's briefcase is located inside a warehouse lockup just east of the ctOS control center and north of the ctOS tower in southeast Brandon Docks.

Head to the large "Tidis" warehouse, and intrude into the building security router. Solve the easy hotspot, and hack both the notebook and the briefcase in the garage lockup.

Parker Square / Buyers

02 // Anton Chenkov

Location / Parker Square // Botanical Gardens

Mr. Chenkov is looking out over the lake on the deck of the Botanical Gardens in the northern park area of Parker Square, close to the main road that leads up into Pawnee.

Location / The Wards // Row House Room

Find Anton Chenkov's briefcase by traveling to the exterior of a row house in the northern part of the Wards, three blocks west of the ctOS control center.

Stay on the sidewalk and hack the building security router by the barred bay windows, above the rickety fence. Check the case and the phone atop the bookshelf.

03 // Paul Benedict Henfield

Location / Parker Square // Parker Square Marina

This fiend is standing on one of the jetties along the marina's western side, which is north of Yolanda's house and east of the L-train tracks, southeast of May Stadium.

Location / Parker Square // Apartment behind Owl Motel

Paul Benedict Henfield's briefcase is located along the road behind the Owl Motel in southwest Parker Square. Check the northwest corner of this series of attached buildings.

Locate the "computer store" with the blue awning and the white shop front to the left of it. The building security router is attached to the wall here. Don't forget the phone lying on the TV table.

The Wards / Buyers

04 // Francis T Barrthes

Location / The Wards // Rubble Construction Site

The next street to the west of where you found Chenkov's briefcase are the backyards of two streets of row houses. Barrthes is chatting by a large excavated pipe near an east-west alley.

Location / Mad Mile // Molar's Grill area

Along the northern waterfront of Mad Mile, between two Cash Run starts, is a large white-windowed office building with a "Molar's Grill" sign on it. Head up to the glass awning near the parking lot and benches.

Hack into Barrthes's office and secure the briefcase data near the office desk, and check the phone on the side cabinet, left of the chair you're looking at.

Brandon Docks / Buyers

05 // Joshua Kramer

Location / Brandon Docks // Boat Yard Storage

Find the north island and check the southwest area, just east of a large bridge. Kramer can be found standing by the rail tracks near a brick factory, along the river waterfront by a large number of stored boats.

Location / The Loop // Alleyway southeast of Farris Halstead Library station

One block to the southeast of the L-train station, across from the Pleasant Stay hotel, is an alley with a building security router attached to it (southern end of the alley).

In a particularly messy and small apartment, there's a phone atop the books on the plastic chair (left), and the case is resting on a second chair below some stereo equipment.

06 // David R. Treaklesen

Location / Brandon Docks // Waterfront Unloading Docks

The massive docks along the eastern side of this district is where Treaklesen is mooching about; locate the ship and containers on the main eastern area, not the peninsula, and begin your hack.

Location / The Loop // Chenny's Noodles Parking Lot

Head to "the island"—the western part of the Loop—and locate the main road along the southern part of this area, just north of the freeway. Find the gray office building east of Chenny's Noodles.

The building security router is by the spikes and parking lot barrier. Inside the rather smart room is a phone resting on top of the bookcase and the briefcase below the coat stand.

The Loop / Buyers

07 // Martin Graften

Location / The Loop // Plaza south of Western Station

Right in the center of "the island," on the western side of the Loop, is an open plaza just south of Western Station. Locate Graften near an NVZN start, close to a display car.

Location / Mad Mile // Apartment (Papavero Signage)

Follow the trail of his briefcase to this apartment building, two blocks east of the clothing store in the eastern part of this district, close to two Cash Run starts. Check between the green pillars.

Locate the phone sitting atop the bedside wardrobe. The briefcase is on the chair near the nightstand.

08 // Adolpho C Peccorino

Location / The Loop // Poolside at Ocean Tower

In the northeast Loop, one block southwest of the ctOS tower and in the grounds of the Ocean Tower skyscraper, is a drained pool and some lounging chairs. Peccorino is poolside at this location.

Location / The Wards // Low-rise Tenement Block

On the very edge of the northeast perimeter of the Wards is a brick tenement complex, adjacent to the freeway and north of a ctOS tower. Hack the building security router inside the complex (exterior wall).

Peer inside a particularly grim slum of half-painted walls and cheap furniture. Check the table near the whiskey bottle for the phone and the briefcase on the sofa.

Mad Mile / Buyers

09 // Darius Peaston

Location / Mad Mile // Among the concrete garden planters

Head to the northwest part of Mad Mile, around three blocks to the southeast of the ctOS tower and close to the L-train tracks. East of them are two office buildings with oval-shaped concrete planters in them. And your buyer.

Location / Parker Square // Theater Parking Lot

Head to the western side of Parker Square, just south of the gated community and Nicky's house. Across the road from a Molar's Grill is a beautiful old theater. Intrude to the rear, behind a newsstand.

There's a fancy apartment inside this structure with a laptop computer on a French sofa and the briefcase placed by the wall between the potted plant and pillar.

10 // Carl Breenwood

Location / Mad Mile // ctOS Control Center

Carl Breenwood is perhaps the easiest buyer to locate; he's waiting around over at the ctOS control center in Mad Mile, on the upper paved gardens, inside the structure at the far east pier.

Location / Brandon Docks // Tidis Corporation Warehouse

Find Carl's case by heading south into Brandon Docks, staying on the northern island of this district, and heading to the island's southwest corner, to the Tidis smelting yard.

Hack the building security router on the brick structure near the metal staircase (this is where the Weapons Trade Investigation concludes). The laptop and briefcase are easily spotted inside this seedy filming location.

3. DEMARKED MAN

Location / The Loop // DeMarco's Apartment

- Hack into DeMarco's apartment
- Hack the cop's phone

Investigation

Data Hack

Difficulty:

Note

For this part of the mission to trigger, you must have found and scanned all ten briefcases across the districts, and you must have completed Act II // 12: A Risky Bid, to have knowledge of Crispin and Joseph DeMarco.

Now that all the briefcases have been scanned, there's one final scumbag on Aiden's list; Quinn's business manager Joseph DeMarco. Head to his apartment, in the northwestern part of The Loop's island, and head around to his side router. Begin to hack through his Nodal Hotspot, but be quick, as the network resets after 12 seconds, forcing you to start over!

Solution: Hotspot 1

Tip

Add some time to your hotspot solving by turning the nodes that are unlocked so the data flows immediately when you uncover the locked nodes.

With a successful hack, you view the police in DeMarco's apartment. Hack the cop's phone; you soon figure out they are crooked, helped provide security at the auction, and are there to remove DeMarco safely from Chicago, on Lucky Quinn's orders. You want this fiend off the streets; time to get after the lot of them!

4. OUT OF BUSINESS

Location / The Loop // DeMarco's Apartment

Location / The Loop // Palin Correctional Facility

- Eliminate DeMarco before the corrupt cops reach the safehouse.
- Escape the police

Vehicle Chase

Foot Chase

Lethal Force Likely

Difficulty:

Obtain a vehicle, either the one you drove here in or a sturdy-looking car or truck across the road. Set off to tail the convoy. Or hop on a bike; this isn't like many of the convoy missions where you have enough time to set up an ambush roadblock along the route the enemy vehicles are taking (although that is an plan, albeit not recommended). Instead, you have a reasonably easy option:

Driving // Smart: Tactics for the Astute

Difficulty:

By far the easiest way of ending DeMarco's journey to the cop shop is by methodically tailing the convoy, keeping DeMarco's fancy motor in your sights. Then use one of Chicago's many technological advancements to your advantage:

Prep traffic lights to change so the intersection is blocked or traffic slows, allowing you to start a massacre.

There is a steam pipe to detonate as the convoy turns right (south) for the first time, out from under the L-train tracks.

There are multiple sets of blockers as the convoy turns right (south) for a second time.

If you can't remove DeMarco as a threat at those two points, try the other main option:

Driving // Offensive: Ramming Them off the Route

Difficulty:

Simply swerve around the rear cop car protecting DeMarco, and ram the foe off the road. Or, speed ahead, skid around and reach the convoy route, and accelerate for a head-on collision. Then drive what's left of your vehicle and dive into cover, reverse, and start running over DeMarco as he exits, or drop behind your vehicle and start to shoot him.

Driving // Offensive: Slowing Down the Commute

Difficulty:

If you need a more tactical ambush involving laying traps and slowing the convoy, drive a heavy vehicle to block the route path. If the ambush location is farther along the route near the prison, you have time to park multiple vehicles and stop the foes, and even finish the blocking by waiting until the foes stop at your vehicle collection, then you drive in and block them from the rear.

Aggressive // Violence: Earning the Title "Brute"

Difficulty:

With a heavy vehicle, or any other blockade stopping the foes in their tracks, there comes a time to bring DeMarco down with more than just harsh language. Here are some possible takedown plans:

Projectiles: From an IED, a launcher, or lobbed in conjunction with automatic rifle or machine-gun fire or an explosive lure; destroy the target car.

Sniper Rifle: If you have a great line of sight, aim at DeMarco and drop him with a single shot.

Machine Gun:A rapid-fire weapon is also an option; aim at the tires and windshield of the target car. Attacking from the side is another possibility, though the enemies are more spread out instead of in front of you if you attack from the flank.

DeMarco's Escape Plan

You should usually have DeMarco neutralized after successfully removing his vehicle. But if you fail, you begin a rapid car chase across town. This involves all your previously learned tactics for chasing vehicles.

Eventually, when DeMarco's vehicle is left a smoldering husk, he may try to flee on foot. Shrug off any bullets he grazes you with, and either return fire or launch an impressive melee takedown to finish him off. As soon as DeMarco is vanquished, you still must escape from the police. There are no new tactics here; just the tried-and-true strategies you should already be familiar with. When everything quiets down, this investigation concludes.

MISSION REWARDS (Investigation)

No innocents hurt: Reputation Gain
Human traffic ring dismantled: Reputation Gain
Gained XP (Police Evasion): +250
Gained XP (Mission): +1,000

MISSION REWARDS (Unlocks)

Find 10 Briefcases: Magnate LE (Vehicle)
Complete Act II // 12: A Risky Bid, and complete Briefcases: Revoking Client Privileges (Achievement)

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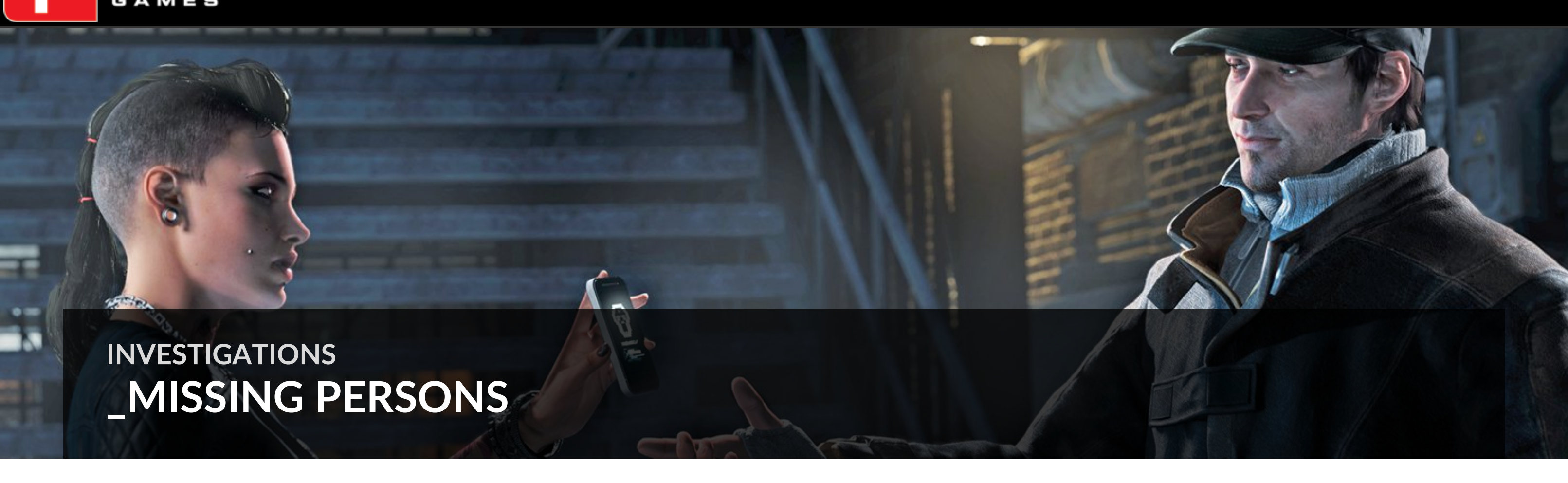

INVESTIGATIONS

_MISSING PERSONS

OBJECTIVES

- Profile the area to find the suspect
- Observe for any suspicious behavior
- Watch for criminal behavior and intervene
- Eliminate the killer
- Hack Edgar Noone's phone

1. CORPSE CORRELATING

Location / Chicago // All Districts

During your exploration of Chicago, you may stumble upon the corpse of a young woman, usually wrapped tightly in a plastic body bag with a scrawled message or ritual drawing. Occasionally, walls are daubed in blood and read "Crie for yor dauter." Aside from the grotesque spelling, these unpleasant corpses seem to be appearing all over the Windy City. A serial killer is on the loose, leaving behind these bodies and cryptic messages in both blood and Audio Log form. Locate all six of these bodies to unlock a special mission. They are usually in out-of-the-way places. Scan the body, so the total number of missing persons increases. There are six to find, and all suffer from the hemophilia blood disorder. Each grotesque scene features a camera the murderer left, framing the kill like art: Despicable!

Tip

This investigation commences after Act I //3: Backstage Pass concludes or once you find your first corpse. To easily find all of these corpses, unlock each ctOS control center and ctOS tower, then find the icon on your world map. Check the total number of bodies collected in the Progression Wheel (under Investigations / Missing Persons).

2. TRAILING THE FINGER PAINT KILLER

The following locations show the handiwork of the so-called Finger Paint Killer. They can be discovered in any order and are presented by district, working from northwest to southeast, wherever possible.

Pawnee / Missing Persons

Freidkin, Alicia / Missing Person 01

Location / Pawnee // Northwest Railroad Tracks (Freight Car)

In the very northwestern part of Pawnee, up in the hills and on the railroad tracks, are a couple of freight cars. The open carriage with a wooden ramp and a spindle outside the open doors holds a wrapped corpse with a circular design of blood and the number "5." Close by is a phone with an Audio Log.

Nelson, Annie / Missing Person 02

Location / Pawnee // Woodsman's Hut, between Trailer Park and Crazy Moose Motel

Take the dirt trail heading east from the trailer park or west from Crazy Moose Motel, and you'll stumble across a woodsman's hut on the forest trail. Head inside, and prepare for a wrapped corpse on a makeshift bed, caged in this dirty and dilapidated room. Check the shelf for an Audio Log.

Parker Square / Missing Persons

Quigley, Kate / Missing Person 03

Location / Parker Square // Dead-end Train Tunnel

Find the railroad tracks running north to south along the western edge of Parker Square. Then look for a train tunnel you approach heading north (southern entrance) with rusting freight cars, south of the St. Joseph Cemetery. At the dead end inside is your corpse, marked with a "3," near an Audio Log.

Brandon Docks / Missing Persons

Armstrong, Chelsea / Missing Person 04

Location / Brandon Docks // Under the east bridge

Head to the easternmost bridge that links the north island and south parts of Brandon Docks, just east of the L-train line. Leap over the bridge's southern side and scramble under it, to a homeless dwelling and blood-soaked mattress where the body lies, near an Audio Log, surrounded by painted teeth and the number "13."

Rousseau, Claudette / Missing Person 05

Location / Brandon Docks // Ruined factory interior

Find the partly demolished factory in south-central Brandon Docks, just south of the last river inlet bridge and Cash Run start. Head into the crumbling factory and locate the concrete steps. The corpse is at the top of them. Shrouded figures painted on the wall watch over victim "2," with a camera and Audio Log on the nearby sofa.

The Loop / Missing Persons

Ingram, Debora / Missing Person 06

Location / The Loop // Lighthouse, north shed

Travel by boat (or swim if you're a lunatic) to the lighthouse off the coast of the Loop. Moor your boat and maneuver up a short rocky trail to a small metal shed with communication antennae. You're greeted by the hideous visage of a scrawled angel stabbing the wrapped victim on the scaffold planks, and there is one more Audio Log.

Note

There are no missing persons in the Wards or Mad Mile.

3. "CRIE FOR YOR DAUTER"

Location / Pawnee // Pawnee Trailer Park

- Profile the area to find the suspect
- Observe for any suspicious behavior
- Watch for criminal behavior and intervene
- Eliminate the killer
- Hack Edgar Noone's phone

Infiltration

Foot Chase

Vehicle Chase

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Note

For this part of the mission to trigger, you must have found and scanned all six missing persons, and you must have completed Act III / 1. Hope is a Sad Thing.

Note

The following interactions are exactly the same as a "Crimes Detected" side mission, and the benefits and rewards are similar. In fact, this adds one to the Crimes Detected total, too.

Once you've uncovered all six corpses, you receive an alarming phone call from a man breathing heavily from an undisclosed location. Another sick fool in a city full of them. However, the caller made a mistake, allowing you to track him. Head to the Pawnee Trailer Park to begin the search for the serial killer.

Begin to profile the shifty inhabitants of the park; pay special attention to the pathway close to the wooden store hut, left of the entrance. A strange-looking fellow is peering around the corner of the fence surrounding the swimming pool. Remain with your phone locked on him, but stay out of sight or you may frighten him and fail the mission. Find a suitable hiding spot, such as one of the following areas:

The ice box at the corner of the wooden store below the junction box.

Behind the gas canisters and tree, by the corner of the wooden store.

Behind the RV parked in the long grass close to the criminal.

Atop the RV parked in the long grass, close to the criminal.

Caution

If Edgar becomes alerted, back off immediately. You don't want to fail the mission after locating all your corpses!

A few moments later, a woman walks up to and is stopped by Noone, and they get into an argument. As soon as you're told to intervene, run in and begin the chase to bring Edgar Noone down. Scum like him must be eliminated! As he takes off running, there are a few plans to try:

Aggressive // Stealth: Make Your Moment Opportune

Difficulty:

Before Edgar has a chance to run, simply leap at him, or run immediately at him and tackle him to the ground. This is far safer than any other option, though you won't have the fun of dodging his traps during a subsequent chase!

Aggressive // Chase: High Noone

Difficulty:

Elect to bring Edgar down without firing a shot once he gets a head start on you. This involves running as he sprints up the pathways of the trailer park, past the picnic table. He scrambles up the hillside and is off like a frightened rabbit. Dive on him as soon as you can!

Fail to catch him, and he hops a fallen tree and starts setting off traps for you: canisters he fires so they explode as you pass. Shrug off the damage from the first, but when you reach the car wreck and wooden shack, pause because the exploding canisters can kill you.

Increase the pace as he sprints down the hill, past the shack he hid one of his corpses in. He hops over a fence, moves past the Crazy Moose Motel, and up the steps to the parking lot. Here he takes a vehicle and speeds off. You have ample opportunity to catch him before this point. If not, ram him off the road using aggressive driving or hacking infrastructure.

Aggressive // Violence: Spilling Bad Blood Soon

Difficulty:

As Edgar sprints off from his altercation with the woman, draw your favored weapon and drop him with a single headshot. This may freak out the trailer park inhabitants, but it means you don't have to chase him. Watch for 911 calls from the park residents as the mission concludes.

Driving // Offensive: Biking Like a Loon

Difficulty:

If you came here by bike, return to it (you could actually still be riding it), and follow Edgar up the path while on your vehicle. When you get a chance, run him over, get ahead and pounce on him, or stop and fire at him—anything to stop that fiend!

When Edgar Noone is put to rest, you have an opportunity to hack his phone, reading over a draft e-mail: Both the spelling and content are atrocious but help explain Edgar Noone's horrendous actions. As the investigation concludes, you receive the following benefits:

MISSION REWARDS (Investigation)

No innocents hurt: Reputation Gain

Serial killer caught: Reputation Gain

Gained XP (Crime Detection Event): Up to +500

Gained XP (Mission): +1,000

MISSION REWARDS (Unlocks)

Find 6 Missing Persons: Wildfire (Weapon)

Start Act III // 2: A Pit of Paranoia, and complete Missing Persons: Darkness Looms (Achievement)

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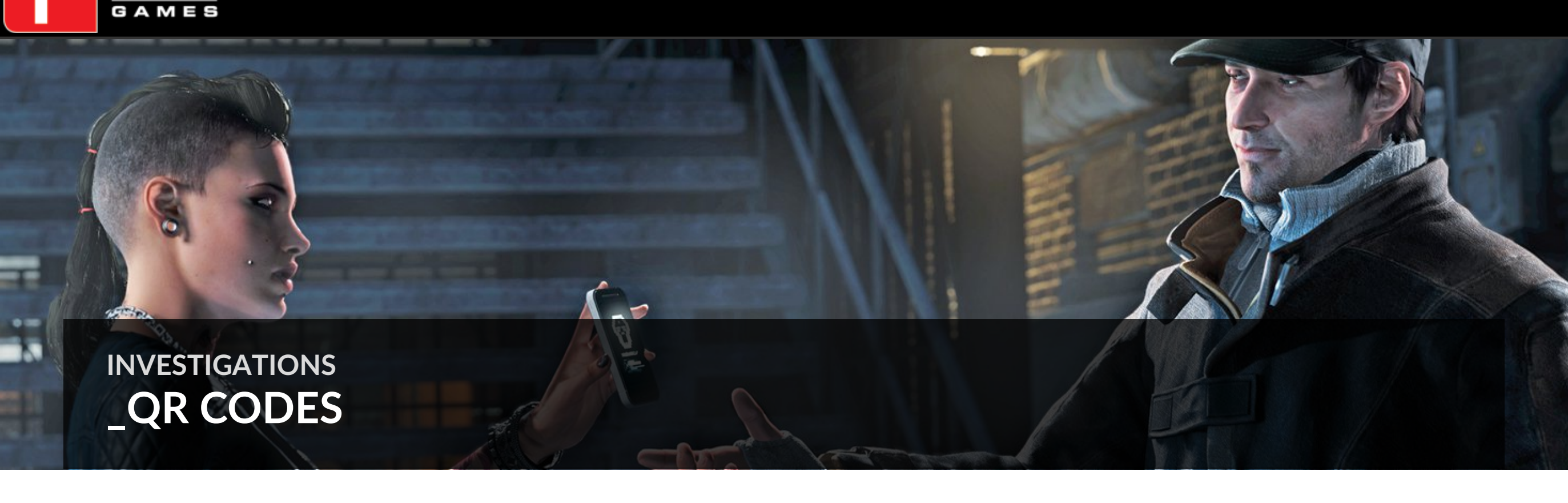

INVESTIGATIONS

_QR CODES

OBJECTIVES

Find your way into the hacker's apartment

Upload the DedSec virus

1. ((+_+)) QR CODE COLLECTING

Location / Chicago // All Districts

While roaming the Chicago districts, you may spot a strange jumble of white and black squares posted on walls, pillars, or overpasses. These are QR Codes left by the infamous hacker "Giggles," and each has a message if you take a photo of it (IRL). Though it may not initially look like it, each QR Code has been placed in two or three sections, so usually you're only looking at part of the whole QR Code square. To read the QR Code properly, you need to line up the image in the view of a particular camera, as shown below. There are 16 to find, and each comes with its own Audio Log, courtesy of Giggles.

Tip

This Investigation commences after Act 1 // 3: Backstage Pass concludes, or once you find your first QR Code. To easily locate them all, unlock each ctOS control center and ctOS tower. Then find the icon on your world map. Check the total number of QR Codes collected in the Progression Wheel (under Investigations / QR Codes). Also remember that the location of the QR Codes isn't necessarily where you need to stand to hack them; you usually need to be (at least) a block away and hacking in via a security camera so the pieces of each Code line up.

Pawnee / QR Codes

QR Code 01

Location / Pawnee // Southern Construction Bridge

Message: ~~(8:> will U be my BFF? 4 realz!

Check the partial QR Code on the tunnel entrance just west of the south end of the construction bridge site, on the main road to Pawnee. Head up the partly constructed bridge until you spot the camera on the left (west) side of the construction area, which offers a view toward a Papavero billboard. This billboard has the other part of the QR Code, which you can now read and claim another Audio Log from.

Parker Square / QR Codes

QR Code 02

Location / Parker Square // Between Husker Station and Phoebus Theater

Message: DedSec can suck my 8=====>

Look for the QR Code half hidden across the main street, near the white and blue street flags and American flag. Hack the camera on the northeast corner of the theater, above the alley, and look across the street. Line up the code at the top of the gray concrete add-on structure to the northeast. The roof section of this building has the other part of the code, which is downloaded along with the Audio Log.

QR Code 03

Location / Parker Square // Loan Shop Alley

Message: Hey DedSec!

Find the north-south alley one block west of the Pharmacy Shop, just south of the middle of Parker Square. The alley has a loan store and mechanics shop; look for the camera on the stone building on the alley's left (west), in the corner above the mechanics. This allows you to view the QR Code on the brick building at the alley's north end. The second part of the code is on the roof access area. Scan it!

The Wards / QR Codes

QR Code 04

Location / The Wards // Northeast River Locks

Message: Don't QQ if you can't find me.

Head to the rarely traversed river locks system at the northeast tip of the Wards, south of the river from Parker Square. Locate the giant river lock gates. While standing on the concrete jetty, check the nearby camera while facing southeast, which offers a view of some container stacks and the QR Code painted across the concrete dam walls. Scan this code and add it and the Audio Log to your collection.

QR Code 05

Location / The Wards // Main Street in Southwest Wards

Message: *\0/* U found one! *\0/*

Head to the main street where the gun shop is located. To the north is some rubble and on the road's south side is a group of brick apartment buildings. Face east, so the buildings are on your right, and find a "bulb" camera atop one of the wall corners of the apartment. This affords a view of the top of a concrete building, and a brick apartment farther along, joining the QR Code together.

Brandon Docks / QR Codes

QR Code 06

Location / Brandon Docks // Racine Boat Yard Docks (West)

Message: U R getting WARMER

Locate the Parkfield L-train station on the north island and look for the mooring docks to its west. Face north down a side road to see the Willis Tower in the distance and a corrugated metal warehouse. A second similar structure bearing the Racine insignia is on the opposite side of the street. Hack the camera on the east side so the code lines up (the left part is on a building west of here).

QR Code 07

Location / Brandon Docks // South Central Bridge (Tidis Factory)

Message: (^._.^) U can findz QR codes!

Find the river that runs south to the pool with the small island in south-central Brandon Docks. Locate the bridge spanning this river (it's a couple of blocks north of a ctOS tower). Stand on the east side of the bridge facing west, and hack the camera on the corner wall of the blue office building. Over the river to the west is a Tidis factory with cylindrical walls; line up the camera with the QR Code on these exterior walls.

QR Code 08

Location / Brandon Docks // Rhodes Train Station and Double Chimney Factory

Message: Mark IV style muthaf*cker!

Hop off the L-train at Rhodes Station in the middle of Brandon Docks, just a few blocks west of a ctOS tower and right near a Cash Run. Stand under the elevated tracks, facing west. Hack the camera on the brick building to the north. Line up the QR Code on the base of the two chimneys and factory area west of you. Pan the camera across the yard with the giant concrete pipes in it.

QR Code 09

Location / Brandon Docks // PumpGo Gas at Eastern Docks

Message: DedSec? More like DedSUC!

Head to the eastern side of Brandon Docks, close to the bridge that leads you into the docks peninsula, but don't drive onto the bridge. Instead, get out by the gas station and locate the "bulb" camera on the corner of the gas station overhang (southeast corner). You can focus on the QR Code to the southwest, left of the two giant blue cranes, and zoom in on the code attached to two large warehouses.

The Loop / QR Codes

QR Code 10

Location / The Loop // Elevated Tracks East of Western Station

Message: Itz all 4 d GIGGLES

Head to Western L-Train station in the middle of the Island, in the western part of the Loop. Run or drive onto the elevated tracks, following them as they curve to the left (north). Watch for trains in either direction as you reach the brown metal platform near a brick and stone building to your right. Head onto it for safety, then hack the camera directly above you, revealing the code on multiple building roofs.

QR Code 11

Location / The Loop // Under the Freeway, West of Shanty Town

Message: BadBoy17? Bad, BOY, 17? Really?

Head to the very southeastern edge of the Island, under the freeway by the water, and look southeast toward Tobias's Shop and the homeless shanty town (just north of the entrance to the Bunker). There's a camera attached to the massive freeway pillar. Hack it and zoom in on the QR Code, which is otherwise impossible to read if you're in the shanty town. Remember, you need to be on the river's east side!

QR Code 12

Location / The Loop // Ambrose Theater alleyways

Message: G1gg1L3s… 1L… IL… Get It?

In the northern part of the Loop, in the same block as the Ambrose Theater and just east of a ctOS tower, there's an entrance to the traffic tunnels. Head in from the east road so you're looking northwest, and select the camera attached to the gray brick building above the yellow and black hash plate. Face the camera west, and you can see the QR Code line up from multiple rooftops, with the ctOS tower antenna in the distance.

QR Code 13

Location / The Loop // Hollenkamp Train Station

Message: Can U find D rest?

Disembark at Hollenkamp L-Train station in the southern part of the Loop, close to the rail bridge into Brandon Docks and southeast of the ctOS tower. Spot the camera in the middle of the brick wall of the huge apartment building just east of you. You're afforded a great view of Chicago and a perfect view of the QR Code on the apartment building northwest of you.

Mad Mile / QR Codes

QR Code 14

Location / Mad Mile // Wall of Brick Apartments, Near Taylor Station

Message: o_0 0.0 0.o 0_o

Travel to Taylor L-Train station in the northwest part of Mad Mile, and head northeast, to a parking lot at the base of a huge office building northwest of the curved freeway. You're focusing your attention to the southeast, at the large brick apartment building near the St. Valentine's Day Massacre City Hotspot. Head around the low garage structures and look up at the attached camera. Cycle through to the second camera on the office wall. This looks across the freeway to the QR Code daubed on the brick edifice.

QR Code 15

Location / Mad Mile // Plaza North of Ryborn Station

Message: U must werk out. >_<

Locate the four-way L-train tracks intersection just north of Ryborn Station, in the western part of Mad Mile. Stand just south of the gun shop and face east so you can see parts of the QR Code on the rooftops ahead of you. Find the camera attached to the office building on your right, above the ATM. Swing the camera around to a second, upper camera on an adjacent building, which offers the correct view of the code.

QR Code 16

Location / Mad Mile // View from the Chicago Water Tower

Message: How U finding these?

Head to the central part of Mad Mile, just north of the southern route of the L-train, and locate the famous water tower (it looks like a stone fort). Face west, and find the two cameras atop the building east of the water tower. The second one allows a great view along the L-train tracks. You can just spot the QR Code on two separate business and apartment structures west and slightly south of you, overlooking the L-train tracks.

2. (@_@) DOING IT FOR THE S#17S AND G1GG1L3S

Location / Mad Mile // Hacker's Apartment

Find your way into the hacker's apartment

Upload the DedSec virus

Investigation

Data Hack

Difficulty:

Note

For this part of the mission to trigger, you must have found and scanned all 16 QR Codes across the districts, and you must have unlocked the ctOS Control Center: Mad Mile.

Now that you've scanned all of the QR Codes, wait for a phone call from DedSec, who asks if you have time for a freelance job. They want to teach the infamous hacker "Giggles" a lesson, and you're just the guy to upload a virus to his mainframe. Head into Mad Mile and locate the switch box outside his apartment. Begin a monstrously complicated hotspot hack:

Solution: Hotspot

Caution

This Nodal Hotspot is tricky, so study this solution before trying it. You may wish to read the letter first, and then the number, until you remember the order. Or, just take it slow!

Note

Remember to look over this patchwork of pictures so you know how to position each data node correctly to unlock the way into Giggles's private server.

Finally, you reach Giggles's apartment. Access his mainframe, hack it, and upload the virus, which "pwns" him like a "n00b." Detach yourself from the apartment, and jog away, listening to the congratulatory message from DedSec as this mission concludes.

MISSION REWARDS (Investigation)

Hacker trolled: Reputation Gain

Gained XP (Mission): +1,000

MISSION REWARDS (Unlocks)

Find 16 QR Codes: Gangster (Weapon)

Complete Act II // 11: Stare into the Abyss, and complete QR Codes: Read-only (Achievement)

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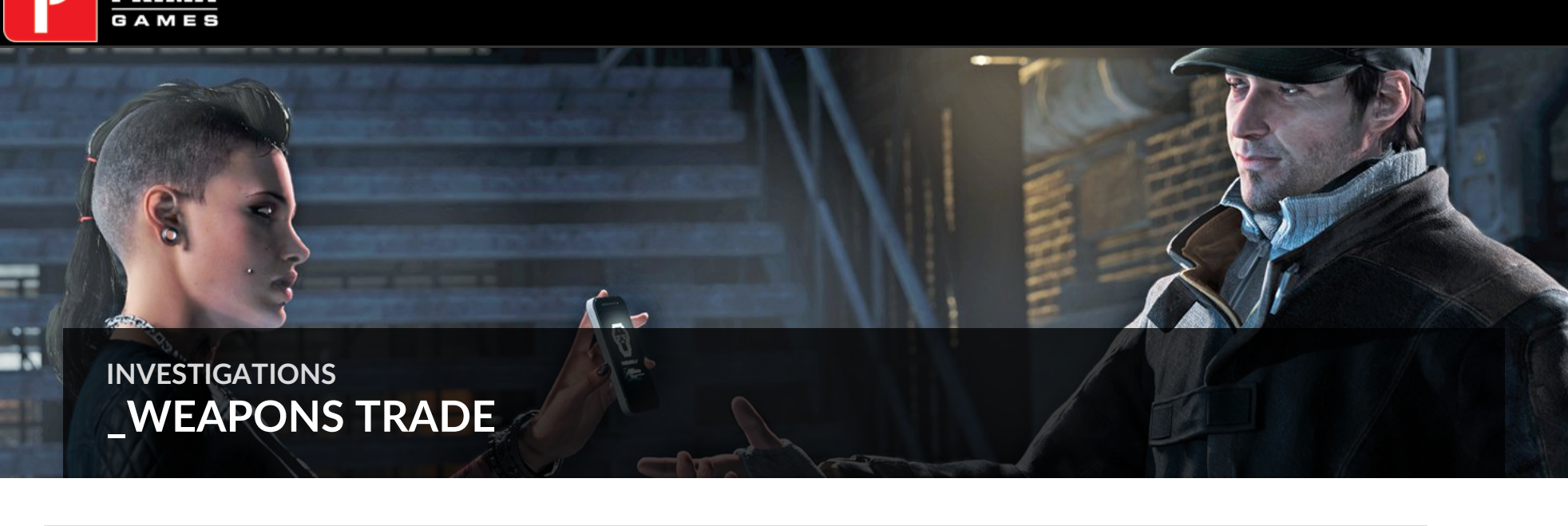

INVESTIGATIONS

_WEAPONS TRADE

OBJECTIVES

- Reach the Fixer warehouse
- Eliminate the Fixers
- Prepare for enemy reinforcements
- Eliminate the reinforcements
- Prepare for enemy reinforcements
- Eliminate the Fixer bosses
- Eliminate the remaining Fixers

1. CRATE COLLECTING

Location / Chicago // All Districts

During your time in Chicago, you may come across a large shipping crate brimming with illegal weaponry! These are usually in garages or lockups and require you to hack a door switch, which links to a garage door you can open. Inspect the box, as these are remnants of an illegal weapons trade.

Each of the mysterious crates has crafted tools, and seven garages feature a nearby audio component with a recording to add to your Audio File collection. Scan the crate so the total number of weapons crates increases. There are nine to find. Expect Focus Boost Pills, frag grenades, ctOS scans, Jam Coms, and Blackouts inside crates (one type of item per crate).

Tip

This investigation commences at the start of your adventure; begin looking at any time. To easily find all of these crates, unlock each ctOS control center and ctOS tower, then find the icon on your world map. The tools inside each crate are added to your Weapon Wheel (or discarded if the wheel is already full of a particular item). Such tools can be used even if you don't have the appropriate skill for crafting them. Check the total number of collected crates in the Progression Wheel (under Investigations / Weapons Trade), and think about gathering these early in your adventure, as they can give you an edge before you learn to craft such powerful items.

Parker Square / Shipping Crates // Illegal Weapon Caches

Weapon Crate 01

Location / Parker Square // Southeast Corner Garage

Close to the narrow park area in southeast Parker Square is a garage on the corner of a road. Head to the east side of the premises to the doors. Unlock them by using security cameras, looking for the data flow heading across the road to the north to a switch console atop a low-roofed "live music" yellow building with red awnings. Then open either the door or garage door to access the interior. Scan the crate and Audio Log.

The Wards / Shipping Crates // Illegal Weapon Caches

Weapon Crate 02

Location / The Wards // Northern Cul-de-Sac Garage

Locate the garage in the northern edge of the Wards, close to the L-train tracks and rail bridge that go over the river into Parker Square. Look for Jay's Garage at the end of this cul-de-sac, and find the blue door to the rear of the premises. Follow the data flow east, up and around the adjacent brick garage building to a rooftop switch console you can see from the ground. Then open either door and secure the crate and Audio Log.

Brandon Docks / Shipping Crates // Illegal Weapon Caches

Weapon Crate 03

Location / Brandon Docks // Central Riverside "VesselMart" Garage

In the center of the docks, by the river (just south of where it makes a T shape), there's a Cash Run near a garage attached to a large brick structure—one of many in this industrial area, near a neon "VesselMart" sign. Find the blue door, follow the data flow along the riverside alley behind it, up some metal stairs to an air-duct rooftop and the switch console. Then return to secure the crate and Audio Log.

Weapon Crate 04

Location / Brandon Docks // Parkfield Station Garage

Look to the northern island of Brandon Docks and the L-train bridge across the river. Just to the south of Parkfield Station, under the L-train tracks, is a garage attached to a self-storage building. Find the blue door and follow the data flow around the back of the storage building. The switch console is located near some stacked pallets and a rusting shipping container. Then journey back to the open garage and claim the crate but no Audio Log.

The Loop / Shipping Crates // Illegal Weapon Caches

Weapon Crate 05

Location / The Loop // Western Unloading Alley Garage

Locate "the Island," the western mass of land in the Loop, and check the garage in the center, just south of the L-train tracks. Follow the data flow east, to the end of the alley and junction with the road, before using a security camera to peer up and across to the brick warehouse and switch console. Then run back to the garage and open either door, securing the crate and Audio Log inside.

Weapon Crate 06

Location / The Loop // North Central Traffic Tunnel Garage

This garage can be difficult to spot. Remember the Loop has several underground traffic tunnels to navigate, which is where this garage is. Head to the northern center of the Loop. Find the blue door near the tunnel and follow the data flow north across the road. Turn left (west), passing the metal stairs and climbing over a metal fence to the switch console behind a pallet stack. Then jog back and secure the crate and Audio Log.

Weapon Crate 07

Location / The Loop // Alleyways Southeast of Farris Halstead Library Station

Find the center of the alleyways southeast of Farris Halstead Library train station. Follow the data flow from the blue door as it moves across the underside of a brick connecting bridge and disappears around a high structure on the opposite side of the alley. Move through the cameras to the one above the garage so you can view and unlock the switch console. Then gather the information from the crate and Audio Log.

Mad Mile / Shipping Crates // Illegal Weapon Caches

Weapon Crate 08

Location / Mad Mile // L-Train Tracks, Southwest Island Garage

Find the island in the southwest corner of Mad Mile and the L-train tracks near the bridge in this island's northeast corner. The switch console is cunningly hidden for this garage; to reach it, you must clamber onto the garage's roof. With no stair access, secure a truck and drive it close to the roof, then use it to climb up. Work your way around the satellite dish, climb the sloping brick area, and drop behind the barbed-wire fence.

Weapon Crate 09

Location / Mad Mile // Northeast Coffee Shop Parking Lot Garage

Find the coffee shop in the north/northeast part of Mad Mile, just north of a shell game. The garage is part of a large brick and stone apartment complex. Stand outside the coffee shop (or follow the data flow around to this street), and locate a security camera on the gray office structure west of the garage. The camera points to a well-hidden switch console on the roof ducts. The garage and its contents are now accessible.

Note

There are no weapon crates in Pawnee.

2. WE HIT THE MOTHERLODE

Location / Brandon Docks // Tidis Corporation Warehouse

- Reach the Fixer warehouse
- Eliminate the Fixers

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

Note

For this part of the mission to trigger, you must have found and scanned all nine weapon caches, and you must have completed Act II // 5. A Blank Spot There-ish, and have active chatter with Tobias.

Once you discover all caches, wait for a phone call from Tobias, who reckons you're on to something big. He tells you to meet him at the shop (which is optional, but allows you to stock up for the combat to come). Then head to the Tidis warehouse to begin your infiltration.

Tip

Whoa! The battle to come is among the most difficult you've endured, so do the following: Bring multiples of each weapon type (pistols, shotguns, machine guns, support weapons); refill your ammo at the gun shop and purchase as many high-quality weapons as you can; craft offensive tools after obtaining the skills to increase your carrying capacity; bring the maximum number of IEDs, proximity IEDs, and frag grenades; bring extra components for crafting more IEDs and grenades during the battle; and have at least three ctOS Scans, a Blackout, and multiple Jam Coms.

Caution

It is possible to complete this battle without using guns, but you need the skill allowing melee strikes against Enforcers, extreme patience, lures, luck, and exceptional knowledge of the area.

Overview

Completion Point: Warehouse exterior, then removal of each wave of foes, then the final three "bosses."

Dangers (Initial Infiltration): Ten Fixers (Gunman x1, Veteran x8, Marksman x1), armed with shotguns, machine guns, and rifles, and one armed with a sniper rifle. No Shot-Callers.

Reinforcements (Vehicle Wave): Three SUVs: north SUV (Veteran x3, Marksman x1); center SUV (Veteran x1, Elite x2); south SUV (Veteran x2, Elite x1). A total of 10 enemies.

Reinforcements (Boss Wave): Three SUVs: north SUV (Elite x2, Enforcer—boss x1); center SUV (Elite x1, Enforcer x2—one boss); south SUV (Elite x2—one boss); Enforcer x1, Marksman x1). A total of 10 enemies, including three bosses.

Insertion Points

This location is porous, meaning there are no obstacles preventing your infiltration, only the enemies. Before you attempt to take over this facility, learn the lay of the land.

South Side

Accessibility Level:

Exterior Vantage Points: To the southeast is a balcony with excellent views (and steps up from near your starting position), under which is a gravel pile and masses of pallets to hide behind. To the south is a gate and dirt road where the enemy SUV parks in a later incursion. To the southwest are two massive gravel piles and silo chutes; both areas are good to scramble up and use for sniping opportunities.

Warehouse Access Points: The grounds into the warehouse are wide open, with numerous concrete blocks and pallets to use as cover. There are metal stairs to the southeast and southwest; watch for patrolling foes up here. You can use the forklift to reach the stairs, but this is more trouble than simply using the steps themselves. The balcony just under the warehouse roof is a fine place for sniping and prowling, as well as dealing with SUV reinforcements from range.

West Side

Accessibility Level:

Exterior Vantage Points: Possibly the largest gravel pile in Chicago greets you on this side of the warehouse; use it as a vantage point if you want to draw foes out from the warehouse. There's reasonable cover, and the corrugated building is easy to hide behind. Watch the propane tanks to the northeast, though.

Warehouse Access Points: This place isn't usually used as a thoroughfare when you're emptying out the area of foes. An SUV will enter the gap between the two buildings during the boss wave, but otherwise expect little resistance, though enemies like to creep about here to outflank you. There's a construction lift (which you can strand yourself on, as it doesn't allow upper access) and balcony stairs at the southwest and northwest corners.

North Side

Accessibility Level:

Exterior Vantage Points: If you're heading away from the warehouse, there's a collection of container crates to hide in and maneuver through, a rail track parallel to the warehouse perimeter, and rocks to climb and use as sniping positions. Pay special attention to the northeast corner and the large silo, as there are stairs here and into the warehouse balcony.

Warehouse Access Points: This area is slightly more dangerous to wander around, as the stairs up to the balcony aren't accessible in this location. But the balcony is great for dropping projectiles down on the SUVs that show up on the gravel road, and there's a modicum of ground protection.

East Side

Accessibility Level:

Exterior Vantage Points: The large Tidis warehouse (the light corrugated metal building) has an open door and windows to enter, and you can hide behind them if you're after longer-ranged takedowns. It also has an interior balcony you can hold up in, with only one set of steps, making you difficult to outflank. Just outside is a propane tank (watch for that exploding if you're nearby) and the main road into the middle of the warehouse; expect an SUV to drive down here as combat progresses.

Warehouse Access Points: This is similar to the building's west side, but with more access points: the balcony steps by the silo to the northeast and a tall set of stairs by the middle driveway entrance and construction lift. These lead to an upper balcony higher than the warehouse roof, where you can access the balcony. The only issue is the time it takes to race up and down the stairs to reach this vantage point.

Warehouse Interior

Accessibility Level:

Exterior Vantage Points: The interior is reasonably open and has many hiding spots and canisters or tins to shoot and explode, hindering your foe's hiding plans. An SUV parks in the middle here in each of the two subsequent waves of foes. Above are three balcony bridges connected to each other. These are especially useful, as there are tables with a grenade launcher, rifles, and grenades scattered about; grab these between waves of foes.

Caution

This mission has only one checkpoint, before the three waves of guards arrive in vehicles, so prepare for a protracted battle!

Progression Plans

You have to tackle the foes patrolling here in a dangerous and drawn-out confrontation with three waves of fighting. Here are some plans to try:

General Preplanning

Styling and Profiling: There are a few cameras dotted around, but the place is so open and vast, it isn't worth your time trolling through remote viewings to mark your foes; use a ctOS scan before every wave (three times), or carry your phone and flag individuals.

Guard Routes: You can watch the foes on maneuvers, but as takedowns on balconies can be seen from almost anywhere, you're soon faced with enemies behind cover for most of this battle. Come prepared for this eventuality.

Firepower: The name of this mission should tell you that violence is the acceptable way to finish these foes. Your baton and fists of steel aren't going to cut it.

Caution

There are a couple of junction boxes, a generator to destroy, a forklift, and some lifts to move up and down. For the most part, ignore these and concentrate on killing with your weapons; ambushing using technology hacks (with the exception of those randomly found on foes, like exploding grenades) is almost useless in this wide a space.

Aggressive // Stealth: Throttling Some SOBs

Difficulty:

Using just your bare hands is possible for two or three takedowns, but you're soon spotted unless you take extreme care and have extreme patience, using your smartphone to profile, learning every guard route, and dealing with the enemies on the balcony first. Enter via the stairs to the southeast for your best chance.

Aggressive // Violence: Tackling Some MIBs

Difficulty:

You don't need to try mindless violence to gain the upper hand here (though that works just as well). Instead, equip a machine gun or rapid-firing pistol (a Spec-Ops weapon is even better, as it doesn't alert foes unless you're seen shooting), sneak up the southeast stairs, and quickly tag the patrolling foes ahead and right, ahead and left, and the sniper in the middle of this upper area. You may see another foe fleeing down to the ground, but most of the enemies begin in the center of the warehouse.

At this point, continue your prowling massacre by profiling and seeking out foes from behind cover, whittling them down, and intermittently checking the stairs for incoming foes trying to surround you. Continue this carnage until the reinforcements arrive.

There are a host of other ways to play this out:

Snipe from any of the exterior areas, using a rifle like the AC-AR from the southeast outer balcony. Plug away and advance when the enemies are huddled up behind cover.

Any of the previously mentioned outer areas are good sniping points too.

There are four foes in the center of the warehouse. If you rush in with a well-timed grenade, you can damage most of them and drop the rest with gunfire.

Running along the upper balcony and firing down can be problematic if you're peering over the railing but can't aim your weapon, so use corners or fire through the gaps (including the balcony floor) at your foes. Profile them so you can easily see them from the latticed metal.

Rushing the balcony with a shotgun is another option; it's always best to clear out the top balcony (including the sniper) first and gain the height advantage before removing the enemies below.

Running and gunning along the ground is another option, using the cover and stepping around to grab and shoot enemies you can't otherwise kill with headshots from a distance.

Most of the hiding places in the warehouse are close to explosive canisters, so aim at them; these can remove wooden pallets entirely and can damage or expose foes.

Tip

The walkways above the warehouse dirt floor are always a better bet as long as you keep moving. Remember you can shoot down through gantry floors and up through them too.

Driving // Offensive: WTF?

Difficulty:

You don't need to approach this warehouse on foot (although it's preferable to this harebrained scheme); take a larger vehicle and accelerate through the middle of the warehouse, ramming the cluster of foes there and then using it as movable cover. It's dangerous, difficult, and a lot of fun.

3. LIKE A BOSS

Location / Brandon Docks // Tidis Corporation Warehouse

- Prepare for enemy reinforcements
- Eliminate the reinforcements
- Prepare for enemy reinforcements
- Eliminate the Fixer bosses
- Eliminate the remaining Fixers

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

Tip

Stop! You may wish to keep a single enemy alive from the previous wave of foes so you can set traps at a more leisurely pace!

Once the last foe of the first wave is downed, reinforcements arrive in the form of three SUVs, all approaching from the east entrance and pulling up to the north, center, and south gravel roadways. The north foes arrive about five seconds before the center enemies, who are here five seconds before the south SUV. Four heavily armored foes emerge from each vehicle, and either take up sniping positions close to their vehicle or advance into the warehouse to annihilate you. Spend some time (including parts of the previous objective) preparing some surprises for their arrival!

Usually, this can be a fraught battle of attrition, with you rushing to external cover and gradually removing the foes without being completely surrounded. Use all the previously listed tactics, usually remaining on the balcony to gain the height advantage, and continuously move so you aren't shot from different angles. However, there are much more proficient ways to deal with this incoming army.

Aggressive // Violence: All the Trappings

Difficulty:

Preparation is the key to success here. It might be wise to leave one of the previous wave of enemies alive while you prepare the warehouse for the forthcoming firestorm. Or, lay the following traps as you infiltrate the warehouse, killing the foes already here from the previous wave:

Place IEDs on concrete cover or pallets near to where the enemy vehicles stop.

Place IEDs on the dirt road where the enemy vehicles stop.

Lob IEDs at the vehicles as they stop.

Drive a vehicle and position it close to where the SUV parks, having already primed it with an IED.

Place IEDs at the bottom or top of the balcony stairs, and detonate as foes reach them.

Now begin combat with an added benefit: a series of defenses you can utilize throughout the combat to come. If you're on the balcony, you have a better chance of coaxing foes into these traps. Then employ any regular violent takedowns previously mentioned.

Aggressive // Violence: A Present in an Explosive Wrappings

Difficulty:

This tactic requires you to have a grenade launcher (or grenades, but it's far more difficult with them) and the ability to accurately punt them over the balcony, where you should be standing, overlooking the north or south vehicles as they arrive. Here's the plan:

Spot the three SUVs approaching. Punt a grenade so it explodes one of the vehicles, killing all four foes as they emerge. You may need two or three shots to wipe out everyone, as they are heavily armed. But try for a two-grenade takedown, or switch to a rapid-fire ranged weapon to finish the foes as they land from their enforced flight.

Then immediately move peer over balcony at the SUV in the center of the warehouse; foes should already have disembarked, but you should be quick enough to punt a grenade and catch all of them. Repeat the plan at the north SUV. This probably leaves only two or three foes left, which you can easily mop up.

No grenades? Then rake the enemy vehicle with automatic gunfire from high up and lob grenades as the foes disembark. Attempt to destroy all the foes this way.

With foes still alive and away from the vehicle, lob grenades or IEDs down at foes to flush them out, shoot explosive canisters, and finish them with accurate ranged fire.

Tip

Don't forget there's a G106 Grenade Launcher on a crate in the upper balcony area to the southwest, at the top of a set of metal stairs.

Caution

Be careful! Punting grenades before the foes emerge from a vehicle can mean they're still alive, and another grenade (or rapid-fire follow-ups) is required. Also aim properly—over the balcony, not into it, or you'll damage yourself!

Tip

The enemies disembarking from their vehicles at the start of these two SUV reinforcement waves aren't alerted; this means you can drop into cover away from the action (but within IED detonation distance or via a remote camera), explode a couple of vehicles, and aim for the hardiest foes first (or those bunched in groups). Spec-Ops weapons and good cover away from the warehouse can be a winning combination here.

After you remove the three SUVs, a final set of three vehicles arrive. Each carries a boss; there are four Enforcers, guys in full SWAT regalia with a nasty U-100 automatic weapon and full protection except for the head. They can survive countless body rounds and even grenade strikes. Follow the same grenade-heavy plan as before. With Enforcers, there are several tricks to try:

The center SUV carries two Enforcers, so concentrate your explosives on this vehicle first.

Keep a stash of explosives handy for this final round of combat, as you don't want to waste countless minutes and ammunition whittling down Enforcer health in a deadly game of cat and mouse.

Use the junction boxes and the explosives scattered around the warehouse; make sure each Enforcer feels the heat of these detonations.

Remove the other, less hardy enemies first, so all you're dealing with is Enforcers.

The Enforcer takedown skill is extremely handy; make sure you have it so you can melee-strike each one to death, if all else fails.

Once everyone is dead except you, Tobias calls in to ask what happened. You tell him, then ask that he lose your number. The mission concludes.

MISSION REWARDS (Investigation)

Weapons trade dismantled: Reputation Gain

Gained XP (Mission): +1,000

MISSION REWARDS (Unlocks)

Find nine Weapons Crates: Spec-Ops Goblin (Weapon)

Complete Act II // 6: Jury-Rigged, and complete Weapons Trade: Saturday Night Special (Achievement)

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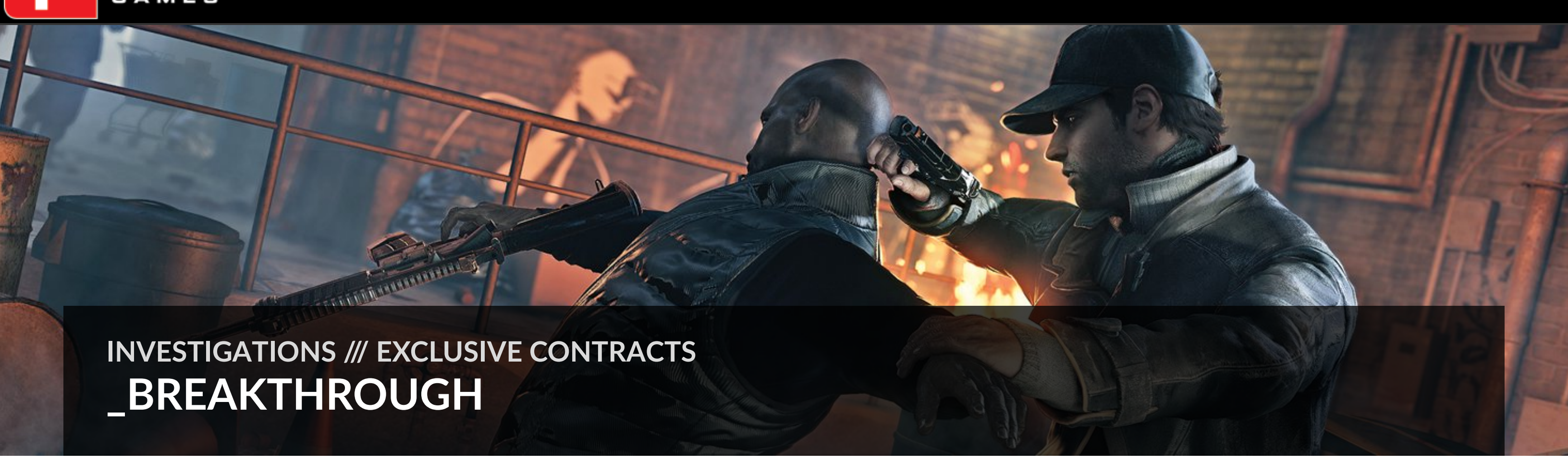

INVESTIGATIONS /// EXCLUSIVE CONTRACTS

_BREAKTHROUGH

Note

This Investigation, once bought or acquired, unlocks after Act I / 8. A Wrench in the Works has been completed.

1. UGLY DEAL

Location / The Loop // Palin Correctional Facility Parking Garage

Location / The Loop // South Tech University

- Immobilize the 2 targets before they reach their destination
- Knock down the target (2)
- Kill all pursuers or escape

Vehicle Chase

Lethal Force Likely

Difficulty:

Climb onto the roof of the parking garage attached to the Palin Correctional facility in the southern part of the Loop. Listen to a message from DedSec, who tells you of a meeting between Corporate Chicago and the Club. There are two scrambler vehicles in the vicinity; you must remove them so DedSec can listen in on the meeting. You won't be attending; you're on vehicle-destruction duty.

Overview

Completion Point: Any location on the marked route where you intercept the two contacts.

Dangers: One Club convoy, four cars (Gunman x1 in each, total of 4) and two SUVs (Gunmen x2 in each, total of 4). Shot-Callers x4. Target x2 (one in each SUV).

Reinforcements:Up to six Club vehicles (car or SUV), each with Gunmen x2. Usually called one or two at a time.

Select one of the rooftop vehicles or another of your choice. The moment you see the DedSec message, speed to an interception point to deal with the convoy. Your targets don't flee once the interception begins, so any vehicle is worth using—though the Carrozza is best at dropping from the roof (via the container ramp or gap), onto the train tracks and the convoy route.

Ambush Points

The convoy is heading to South Tech University, in the southwest corner of the Loop. Here are four preferred locations throughout the convoy route, where you might wish to ambush:

Initial North-South Road

Accessibility Level:

This is the place to reach the convoy at the earliest possible moment: Just as the convoy turns south, there's a length of street with a blocker at either end. Hem in your foes before getting out and blasting the SUV with gunfire or grenades (but not the targets, obviously!). Or, this is a fantastic spot for blocking using a vehicle and fleeing to defend a side alley, or simply finding a large vehicle and plowing into your foes. Farther south are sets of traffic lights as they turn east at the Willis Tower.

Northwest Convoy: Gas Station Blocker Corner

Accessibility Level:

As the convoy makes a couple of turns, they pass a gas station, traveling a city block along another road with two blockers at either end. This is another perfect opportunity to jam them in and then ram them, setting up a sniper position beyond the blockers or even storming in from the gas station with a grenade launcher at the ready. If you're following the foes by this time, you can ram them into the blockers and create all sorts of damage to the enemy convoy too.

Northwest Convoy: Palin's L-Train Sideswipe

Accessibility Level:

The L-train tracks adjacent to the Palin Correctional Facility are ripe for a sideswipe as the convoy passes underneath the tracks. Though the road is wide, there's a blocker to the side if you can push them that far west. Or you can jog up and onto the L-train bridge (or leap atop the roof) and peer over at the convoy, dropping IEDs or grenades or blasting them with rifle fire. Expect the police to show up if you're planning this sort of tomfoolery.

Northwest Convoy: Final Steam Pipe Chance

Accessibility Level:

The last possible moment (the last street heading south toward the target location) is narrow enough to set up a blockade or a sniping spot behind your car. Try this after the steam pipe as the road curves a little before straightening. There's nowhere really to run at this point, and it's a good place to use your GPS to reach, if you require extra prepping time (to plant IEDs and find side streets and cover opportunities).

Progression Plans

For the objectives, there a few methods of ensuring your victory and survival:

General Preplanning

Presupposition: Reading up on the general convoy tactics is most wise. However, once you engage the convoy, your foes disembark and a large number of reinforcements appear with alarming quickness. Don't get overwhelmed!

Flexibility: Don't get trigger-happy, either! Although the unmarked Gunmen are fair game (and indeed, violence against them is almost imperative), the two targets must be removed with melee strikes. Don't shoot them, run over them, or knock them down more than once with a vehicle, or your mission fails.

Guns for Show, Cars for a Pro: Choosing the correct vehicle is important; the weapons you have are also key, as well as how aggressive you are on your approach.

Fully Equipped: Don't turn up with a couple of lures and a pistol; prepare by visiting pawnshops, gun shops, and Tobias's Shop to secure a variety of cunning ordnance. Prepare all your weapons, hacking tools, and projectiles in your Weapon Wheel before you begin.

Running the Route: Prior to this mission, it's worth driving the route the convoy takes and learning which interactions you can use to your benefit (i.e., traffic lights, steam pipes, blockers, etc.).

Aggressive // Smart: Crafting Tools to Improve Your Luck

Difficulty:

With a six-vehicle convoy, plus at least four more reinforcements to worry about as combat begins, you need to use your smarts instead of a blunt, ramming plan: So find a place to hide, such as a side street along the main north-south road, slow the convoy down (using traffic lights, blockers, or a well-placed vehicle), and begin a mixture of hacking and death-dealing:

Detonate an IED so any of the cars blows up. Immediately make a ctOS scan of the convoy, usually once the foes emerge. Do this while you're in cover so the foes are hunting you but aren't actively chasing you. With all remaining enemies tagged, you can more easily differentiate between your two targets (melee strikes!) and the rest of the Club (no mercy!).

Now, when any of the Club tries to call reinforcements, you can use Jam Coms so no additional foes are called; it becomes a simple matter of mopping up the six Gunmen so that only the two targets remain. Then lure them down an alley so you can quickly step out and melee-strike each of them, one at a time, without being shot to shreds.

Aggressive // Violence: Hoping Anyone but the Target Gets Struck

Difficulty:

If you've found an ambush location and optionally blocked it using your vehicle or driven something bigger into the path, you can switch to your weapons and start targeting the Club.

A long-range sniping position is an excellent plan, ideally behind the car you've parked and set up to just tag the first convoy driver you see.

Check the path on the ground, and drop an IED, blowing it up in the same way as a steam pipe; then rush in with an automatic rifle (aim at the non-target Gunmen, and ignore vehicular damage, as your foes disembark as soon as violence begins). Also try stopping the lead cars with grenades or a well-timed grenade launcher projectile. But don't explode the SUVs, as there's a chance either target may expire!

You can also step out from a side street as the convoy passes (but hasn't seen you) and mangle the lead car with explosives, followed up by gunfire in the same manner.

Once the foes are out, quickly determine where the two targets are and refrain from area-effect weapons near their location. The most violent you can be is punting a grenade near a vehicle they are close to. Then concentrate on dropping all the other enemies; an assault rifle or machine gun works well. Stay at mid- to long-range so you aren't swamped. Retreat down streets, into plazas, down alleyways, and around buildings. Constantly watch your minimap so you aren't outflanked (especially by reinforcements).

While you're leading your foes to their deaths, one at a time, use IEDs (not proximity ones, as you don't want to accidentally kill a target) and blow up foes advancing near to them. Continue to whittle down the enemy until only the two targets are left. Then drop each one with a melee strike.

Driving // Offensive: A Little Bit of Metal-Scraping Luck

Difficulty:

If you're rapidly running out of time, ramming is pretty much your best option and is handy on the long north-south street. Increase your speed as you spot the lead car, and line up for a nasty head-on collision. Force the car into other vehicles, and attempt to cause as much maiming (running over non-targets) as you can before ditching the vehicle and switching to weapons for ground combat. The fire engine makes a particularly adept blunt instrument!

Driving // Smart: This Convoy Is a Sitting Duck

Difficulty:

Utilize the hackable infrastructure: Traffic lights slow your foes, and blockers can prevent progress, but both of these can lead to the target escaping in their vehicle. Prevent this by using a steam pipe explosion—this cripples a vehicle but doesn't usually kill the target. You can also drive ahead of the convoy, waiting outside your vehicle near a steam pipe, then explode it and immediately train your weapon at the target's goons and drop them as they stagger from their vehicles.

2. TIDYING UP

Location / The Loop

- Kill all pursuers or escape

Vehicle Chase

Lethal Force Likely

Difficulty:

This mission fails if you kill either of the targets. Unlike the chases you've attempted before, don't expect either target to flee or a chase to begin. Instead, melee-striking or vaulting into each target is the only method to ensure success. Do this after whittling down all the other Gunmen in the vicinity, as you gain more XP and grabbing either target in the middle of a firefight is very tricky. Or, you can melee-strike or vault into your targets and leave other enemies alive; it depends on how close you are to your targets and whether other foes are actively engaging you. If you see a chance to tackle a target, take it!

Once the targets are down, the remaining enemies attempt to hunt you. Either stay and slay, or consult the general escape tactics. In addition:

Open a garage door, head inside, close it behind you, and wait.

Flee to another district.

Weave in and out of alleys and main roads to confuse and lose your foes.

Use ramps to change height and locations quickly.

Hide under overpasses or bridges, away from city streets.

Once the Club reinforcements give up the chase, the mission concludes with a thank-you message from DedSec.

MISSION REWARDS

Gained XP +800

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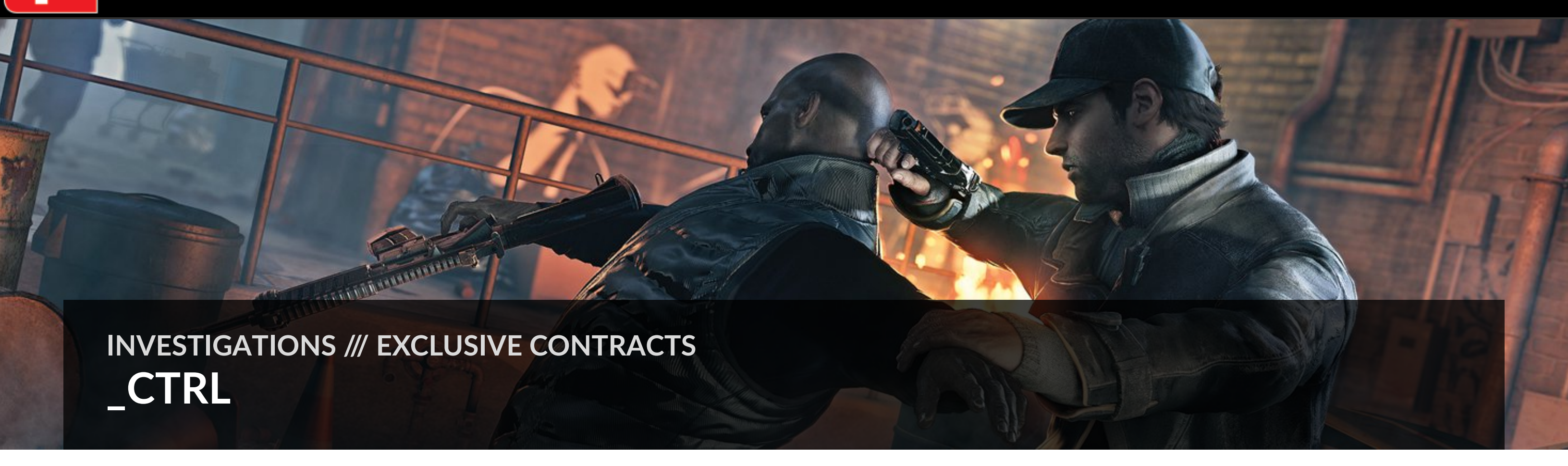

INVESTIGATIONS /// EXCLUSIVE CONTRACTS

_CTRL

Note

Successful completion of this mission adds one to your Side Missions // Fixer Contracts total.

Note

This Investigation, once bought or acquired, unlocks after Act I / 8. A Wrench in the Works has been completed.

- Upload the spyware
- Reach target position
- Follow the target to steal the data
- Take down the target
- Escape the Fixers
- Reach target location

1.1 TYVM

Location / The Loop // Gorman Heights Southside Campus

- Upload the spyware

Investigation

Data Hack

Difficulty:

Head to the southern part of the Loop, close to the L-train tracks, where you discover a bag next to a trash can and a message from DedSec. They require three security codes, and they've already sent you the location of the first.

Dash across the road to the west, to the large apartment complex. Head into the alley with the scissor lift; use that or the nearby pallets or ladder to climb onto a low roof. Continue onto more rooftops until you reach a deck. Head south to a balcony.

Hop over the balcony to the connecting roof, climb the planters, and jog along a second higher roof to the building's security router, which has a vulnerability to exploit. Start to hack the hotspot.

Caution

This Nodal Hotspot is tricky, so study this solution before trying it. You may wish to read the letter first, and then the number, until you remember the order. Or, just take it slow!

Solution: Hotspot 1

Once inside the apartment, hack the phone sitting on the table. DedSec contacts you, letting you know malware has been installed. Exit the building's camera and head back down to the ground. Simply find the balconies overlooking the road and drop down from each of them to eventually reach the ground.

1.2 QAP

Location / The Loop // Gorman Heights Southside Campus

Location / Mad Mile // Southwest

- Reach target position
- Follow the target to steal the data
- Take down the target
- Escape the Fixers

Driving Investigation

Data Hack

Vehicle Chase

Difficulty:

Dangers (Target): Fixer (Gunman)

Reinforcements:Fixer vehicles (up to four) with 2 to 3 occupants in each (Gunmen and Veterans)

Locate a vehicle that can drive at unsafe speeds and handle sharp cornering down tight alleys. Race across town (or to a location where you find the vehicle you want to use, such as this bike), and then drive to rendezvous with the target. The chase begins!

Tip

This part of the mission works in exactly the same way as a Fixer contract.

As soon as you begin to receive data, the enemy vehicle takes off. The driver is extremely adept at changing direction and fitting down narrow side streets. How successful and hard-fought this information is to obtain depends entirely on your method of retrieving it:

Driving // Defensive: #Data

Difficulty:

The target heads east on a main road under the L-train and enters a traffic tunnel. He makes a very sharp left at a gap in the tunnel, into a garage (door). He winds through and out the other side (door).

He launches up the steps, skids right, heads under the L-train tracks for a block, then makes a sharp left into a covered pedestrian mall. As you reach the L-train tracks, up to four Club reinforcements join the chase; avoid them but concentrate on your target at all costs.

He heads out, through the blue arch sculpture, then heads left for two blocks down a street (traffic lights). One short block later he turns right (traffic lights), drives down a block (steam pipe), heads left down a street, and turns into a garage on your left (door). You can continue the chase from here, but if you've been following closely (especially on a bike), you should have the download and the objective updates. Keep chasing until you do.

Driving // Offensive: #Later

Difficulty:

Retrieving the data doesn't necessarily mean chasing this fast-acting driver across town; in fact, it's a lot easier to simply hack the data instead. But for that to happen, your foe needs to be out of his vehicle: You must use your vehicle as an offensive weapon or use the scenery to stop him:

Crash, bash, shunt, or otherwise maneuver the target into a crash, or until the vehicle catches fire and the foe escapes. Then chase and melee-strike him, shoot him, run him over, or hack a grenade if he's carrying one.

Utilize the city's scenery (listed throughout the previous plan in parentheses) to slow or halt the foe completely. Do this before enemy vehicles start crowding in.

Once the victim lies sprawling, simply get out of your vehicle and quickly hack the phone on his corpse. The objective updates.

Aggressive // Violence: #Crater

Difficulty:

Put a stop to this chasing madness by using your superior firepower; inspect the map and instead of following the target, stop a block away before the target sees you. Get out, load a grenade launcher, and punt it into the front of the vehicle; keep firing until everything explodes. Or use an automatic weapon to fire at the tires, the windshield, and the target. Or stop a couple of blocks away and headshot the foe with a sniper rifle. Or come up with a similarly violent plan yourself. Then stride over and hack the phone on the corpse. The objective updates.

But speeding away on your bike (or any fast-moving vehicle), finding scenery to hack to impede your pursuers, changing direction every block or so, and using alleys works well. Or, you may wish to gain experience points by starting a firefight, though this is a lot more dangerous.

1.3 FHO

Location / The Loop // Hotel Garage (South)

- Reach target location

Driving Investigation

Difficulty:

Once you've shaken off any pursuers, your objective updates with a route marking a drop-off point—a hotel garage in the southern part of this district. Reaching this area is simply a matter of following an objective marker. Pull into the garage, and DedSec thanks you. They'll be contacting you again in the near future when you're ready for the next mission.

MISSION REWARDS

Cash: $4,000

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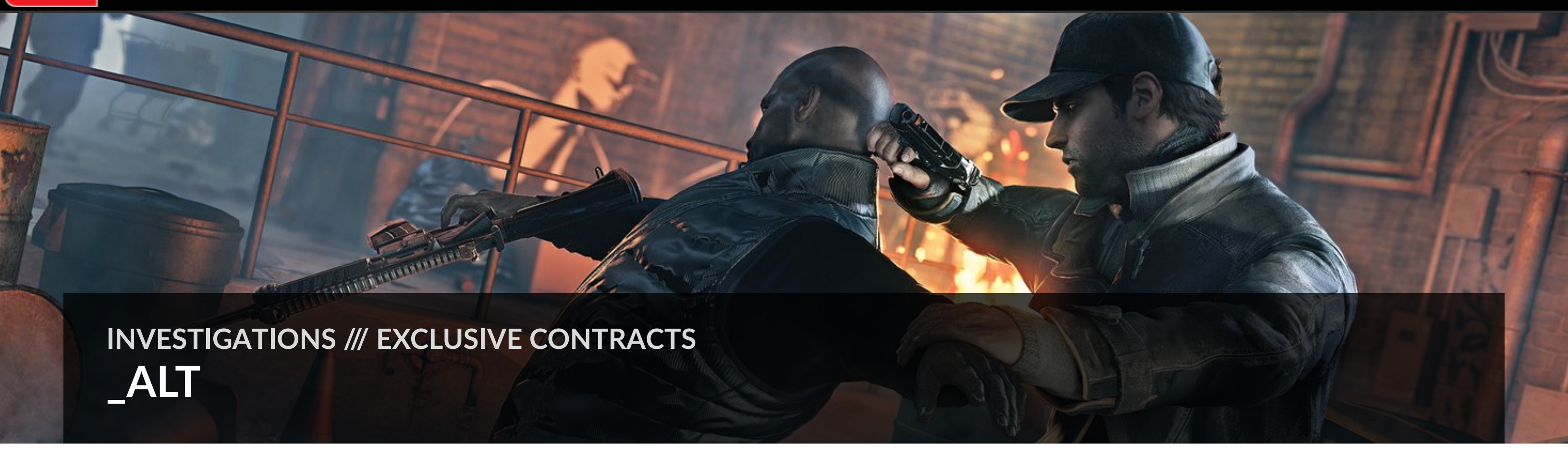

INVESTIGATIONS /// EXCLUSIVE CONTRACTS

_ALT

OBJECTIVES

- Follow the target to steal the data
- Take down the target
- Escape the Fixers
- Reach the target location
- Evade ctOS scans
- Escape the police

Note

Successful completion of this mission adds one to your Side Missions // Fixer Contracts total.

2.1 YDI

Location / The Wards // Basketball Court near Sellers Grove

Location / The Wards // Vehicle Interception Point

- Follow the target to steal the data
- Take down the target
- Escape the Fixers

Driving Investigation

Data Hack

Vehicle Chase

Difficulty:

Dangers (Target): Fixer (Gunman)

Reinforcements:Fixer vehicles (up to four) with 2 to 3 occupants in each (Gunmen and Veterans)

Reinforcements:Police vehicles (up to four) with 2 occupants in each (Gunmen and Veterans), plus police helicopter (Marksman)

When you're ready to start this mission and the icon appears on your map, head to the Wards and locate the bag by the bench in the basketball court just east of Sellers Grove station. Choose a vehicle (the one you came on or the speedy car parked in the lot just north of you). This mission has similar parameters to the first, so pick a vehicle you've had previous success with.

Drive roughly north into the area of tenement blocks and row houses, and catch the target vehicle near a stop sign. The second chase begins!

Tip

This part of the mission works in exactly the same way as a Fixer Contract.

Once again, the enemy vehicle weaves down alleys and makes nasty sharp turns at breakneck speeds, so this chase is tough-going, especially when up to four Club reinforcements join the fray. There are three main methods of gaining this data:

Driving // Defensive: #Unannounced

Difficulty:

Follow the target vehicle onto the freeway that leads into Parker Square. A couple of blocks off the freeway, he sharply turns right, crashing through an alley and a stall and out the other side. Reinforcements come to thwart you now.

He heads west over the bridge and makes several turns before turning left into an alley (junction box). At this point, you should be at around 70% data retrieved.

The target continues along a main road, zipping through the traffic lights and down toward Parker Square Marina, where he makes a severe left turn. By now a mixture of you hitting the foe, the enemies causing accidents, and the data possibly being downloaded should end in the foe fleeing, dead, or incidental to your needs.

When the data has been successfully downloaded, you can peel off from your pursuit (you don't need to kill your target), deal with any reinforcement threats, and head to your next objective.

Driving // Offensive: #Trounced

Difficulty:

As before, you can use your vehicle to crash into the enemy vehicle or the foe. Use the city's scenery to explode or cripple the vehicle, and once the foe is neutralized, hack the phone on his corpse. The objective now updates.

Aggressive // Violence: #Bounced

Difficulty:

Demolishing the car before the target can escape is a good option. Slow down on your approach to the vehicle in the Wards, stopping at grenade-launcher distance, and start your projectile attacks until the car explodes. Focus automatic weaponry at the engine, tires, and windshield, or score a sniper rifle headshot on the driver. Hack the phone on the corpse and the objective updates.

If you are fleeing from Fixers, utilize exactly the same techniques as you did in the previous exclusive contract mission; speed away, find scenery to hack, change direction every block or so, and use alleys.

Tip

You should plot a course to the southwest Loop district as you flee, so you don't need to travel as far to reach your final objective destination.

2.2 NMI

Location / The Loop // Steak House Garage (Southwest)

- Reach target location
- Evade ctOS scans
- Escape the police

Driving Investigation

Escape

Difficulty:

Just like the previous mission, you're to upload the data you captured at the drop-off point—a garage near a steak house in the southwest part of the Loop. Simply follow the objective marker, head into the garage, and receive a missive of gratitude from DedSec. Ready for the third mission? Well, don't get too comfy just yet; the police are on their way. Time to go!

Your Heat level is usually at three (four squad cars and a chopper), so you have the usual variety of escape plans to remove the police presence, beginning with a mixture of evasive maneuvers and Jam Coms to thwart the police's scanning activities, so the chase doesn't even start.

Then, if you're spotted, use the usual array of hacking infrastructure, shunting, hiding under bridges or in tunnels away from the police helicopter (or hacking it), changing directions, and heading into alleys and garages. If all else fails, gunfire will put a stop to your hounding.

MISSION REWARDS

POLICE EVASION XP +250

Cash: $8,000

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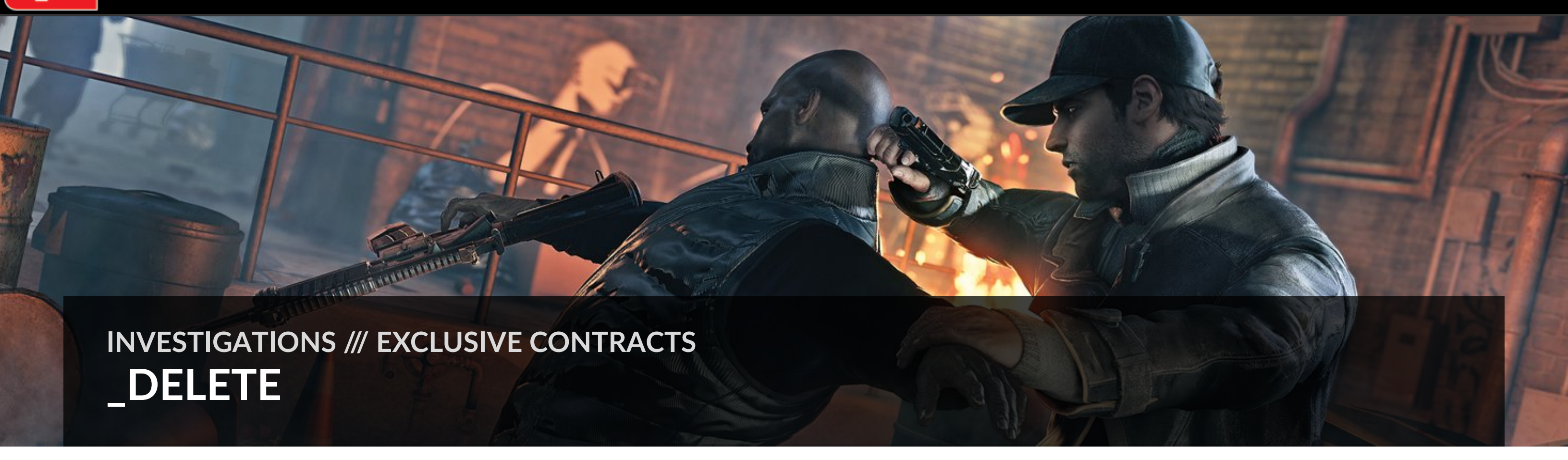


INVESTIGATIONS /// EXCLUSIVE CONTRACTS

_DELETE

OBJECTIVES

- Escape the police
- Follow the target to steal the data
- Take down the target
- Escape the Fixers
- Reach target location

Note

Successful completion of this mission adds one to your Side Missions // Fixer Contracts total.

3.1 BTW 911

Location / The Loop // Alleyway, Central Loop

Location / Parker Square // Vehicle Interception Point

- Escape the police
- Follow the target to steal the data
- Take down the target
- Escape the Fixers

Escape

Driving Investigation

Data Hack

Vehicle Chase

Difficulty:

Dangers (Police): Police vehicles (up to four) with 2 occupants in each (Gunmen and Veterans), plus police helicopter (Marksman)

Dangers (Target): Fixer (Gunman)

Reinforcements: Fixer vehicles (up to four) with 2 to 3 occupants in each (Gunmen and Veterans)

Enter the alley behind the fancy restaurant named "Food," and approach the bag under the DedSec graffiti. There is one more target and one more code to retrieve. But your antics have summoned law enforcement to this location. Take evasive maneuvers before you can proceed to your target!

All the alleys are blocked by a police vehicle. Take the bike parked near the starting point, and you'll have no trouble squeezing past and starting an extremely competent series of evasive maneuvers. You can run (and get shot at) or use another vehicle (and get shot at until you reach it).

When you're fleeing, remember to check the section devoted to escaping the police, earlier in this guide. Also, the quickest way to flee is to simply move as fast as you can, turning down roads every block or so, heading into a garage and out again, until your alert meter turns from red to yellow. Then speed out of the sphere of influence and receive data on your next target.

The vehicle interception point is just southeast of the northern park area of Parker Square; head over a bridge or the tunnels to the north, toward the rail station where your chase begins!

Tip

This is another mission similar to a Fixer Contract.

Your enemy is even more adept at making crazy turns and changing direction on a whim. There are also four Club members who attempt to waylay you. Your three main plans of attack are unchanged:

Driving // Defensive: #Tail

Difficulty:

Follow the foe down a road (blockers, steam pipe) and turn left at the lights (traffic lights). After the road curves left and downhill, the target turns right at the junction (traffic lights) and heads toward May Stadium (traffic lights).

He turns right and immediately left (traffic lights), heading down a block where he takes another left (traffic lights, blocker) before accelerating across the bridge and toward the freeway leading to the Loop. Follow him until he crashes or you retrieve your data, and watch for slightly more vicious Club members in their maroon vehicles.

Tip

It may be worth choosing a car rather than a bike for this chase, as the Club reinforcements are much more apt to ram you.

When the data has been downloaded, you can peel off from your pursuit (you don't need to kill your target), deal with any reinforcement threats, and head to your next objective.

Driving // Offensive: #Wail

Difficulty:

Your target can sometimes remove obstacles (such as blockers) and continue to maneuver through the city, but he isn't adept at avoiding exploding steam pipes. Crash into the enemy vehicle so it becomes unusable and the foe flees. Once you stop him (which might take a run-and-gun or a scuffle), hack the phone on the body. The objective updates.

Aggressive // Violence: #Fail

Difficulty:

Although this foe is exceptionally speedy, if you wait at the entrance to the road with the blockers, you can punt a grenade after raising them and demolish the vehicle without all that pesky chasing. Or use another offensive weapon you enjoy.

If you are fleeing from Fixers, simply speed away, find scenery to hack, change direction every block or so, and use alleys.

Tip

Plot a course to the coffee shop in Mad Mile as you escape, so you don't need to travel so far to reach your final objective destination.

3.2 NTSH

Location / Mad Mile // Coffee Shop (River)

- Reach target location

Driving Investigation

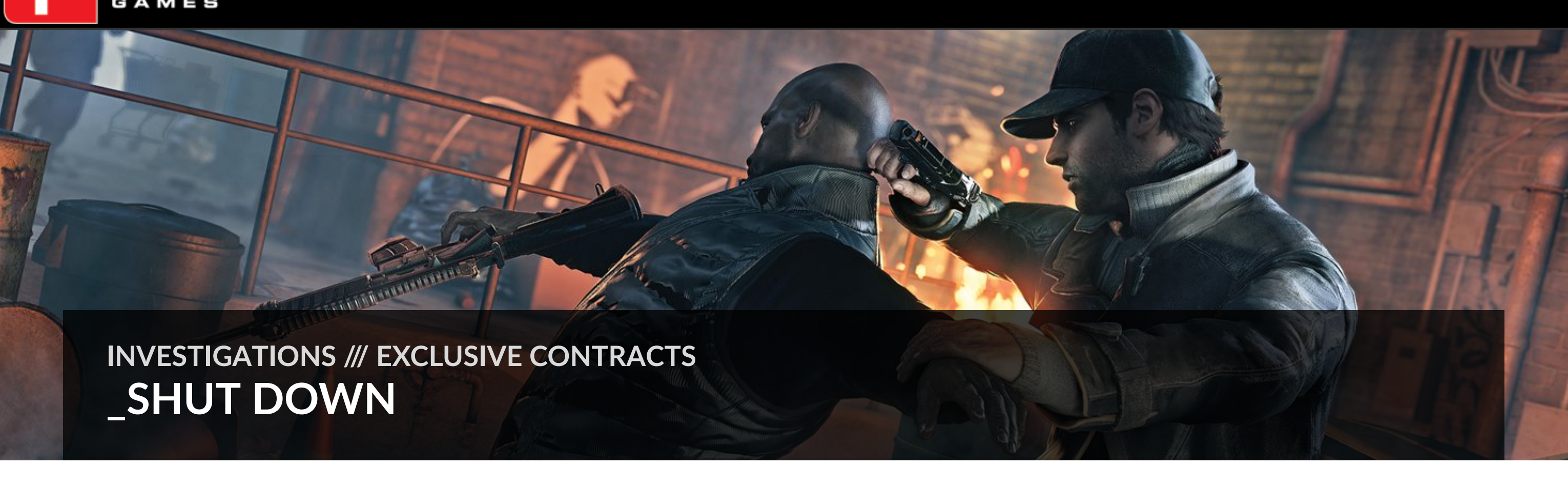
Difficulty:

Check the map and go to the traffic tunnel on the southern edge of Mad Mile, just north of the river that bisects Mad Mile and the Loop. Pull into the coffee shop forecourt, where an old van is parked. Data is uploaded and respect from DedSec is earned. Find them again when you're ready for the final round.

MISSION REWARDS

POLICE EVASION XP +250

Cash: $4,000



INVESTIGATIONS /// EXCLUSIVE CONTRACTS

_SHUT DOWN

OBJECTIVES

- Reach the target location
- Eliminate all enemies
- Upload the virus to the laptop
- Defend the upload area
- Police are inbound. Escape them

LOCATION // MAP

Location / MAD MILE // NORTHWEST Plaza

4.1 MEZZANINE MASSACRE

Location / Mad Mile // Plaza, near Taylor Station (Northwest)

- Reach the target location
- Eliminate all enemies

Infiltration

Lethal Force Likely

Melee Force Likely

Difficulty:

DedSec's target—Umeni—thinks they can hide behind urban camouflage, but the hacker collective is on to them. Meanwhile you're here to provide some muscle and stop the contractors while DedSec prepares an offering to show off their power. Begin by jogging across the road to the plaza and mezzanine to the north, where a group of Fixers are guarding a laptop.

Overview

Completion Points: Laptop computer, on the mezzanine area.

Dangers (First Wave): Nine Fixers (Veteran x9, Hidden Camera x1, no Shot-Callers).

Dangers (Second Wave): Four Fixers (Elite x2, Marksman x2, no Shot-Callers).

Dangers (Third Wave): Police vehicles (up to four) with 2 occupants in each (Gunmen and Veterans), plus police helicopter (Marksman) and up to 6 patrol officers (Gunmen and Veterans)

Insertion Points

A prolonged battle now takes place on the upper mezzanine of this plaza area. There are multiple points of entry, so it's important to understand the structure and where you are in it:

Northwest and Southwest Steps to Upper West Mezzanine

The northwest steps have a neon bank sign, and the southwest steps have a billboard above them. The steps are L-shaped and go around the corner of the structure. Use them as cover as you access cameras and learn the locations of all the Fixers in this area.

West Steps to Lower Courtyard

This ground entrance (after a small set of stairs) under the west mezzanine is at ground level and enables you to reach the central courtyard, where at least one foe is patrolling. Others tend to gravitate to here if a firefight begins. This is a good choice to stay, before you head up onto the mezzanine level, as you can use either set of stairs. Watch for foes outflanking you on the northwest and southwest steps, though.

South Lower Courtyard Access

Of the two courtyard access areas, this is slightly more exposed, as you can't see enemies using the stairs to the right (east) down from the mezzanine. Plus, the courtyard is completely surrounded by mezzanine balconies with foes on them, making this a tactical dead spot (literally).

North Lower Courtyard Access

This provides good access to the courtyard and gives you a full view of enemies as they head down the central stairs from the upper balconies. You can prowl here and coax foes down; just watch for enemies using other stairwells and flanking you.

South and North Road Entrances

There's no real reason to use this area, except to park a vehicle in a place you can easily reach; there's no mezzanine access, and foes can fire down on you from above. There are blockers to the south, spikes at the parking lot to the north, and more blockers (one set at each end of the side road northeast and northwest); these can slow down cop cars during the later stages of the mission if you raise them early.

Northeast and Southeast Steps to Upper East Mezzanine

Just like the corner stairs at the plaza's opposite end, this offers access to the mezzanine and is slightly closer to the central area with the computer you eventually hack. The northeast steps have a circular vent, and the southwest steps have a metal bank sign above them. The steps are L-shaped; use them as cover and possibly as an escape route (though cops congregate at the bottom).

Upper Mezzanine

Think of the mezzanine as three separate areas running from east to west. The western deck has two protectors, numerous cameras, and balcony access around the courtyard below. The central deck is raised with the computer to hack and is connected to two balconies overlooking the north-south road. The eastern deck is covered and a little wider than the western one, with numerous pillars and a few planters to hide behind as well as two protectors to raise.

Progression Plans

There are three separate battles to wage in this open-air mezzanine; your first operation concerns the Fixers that are already guarding the mezzanine area you're about to infiltrate. Remember your objective is to eliminate all enemies, so violence is mandatory. Dispatching your foes can involve stealth or slaughter:

> **Tip**
>
> Use a ctOS scan tool before ascending to this location. Study the patrol paths from safety and instantly tag all foes.

Aggressive // Stealth: Sneaking in for a Shutdown

Difficulty:

It's best to attempt a stealthy takedown for as long as possible so that you don't have all nine enemies outflanking you. Begin in the lower courtyard area; approach from one of the openings and optionally use the smartphone on the central planter to attract a foe over to it; sneak up and baton him. Then check to see if any foes have seen your antics. If they have, lurk here and grab them, or use lures to coax them outside where the patrolling foes up on the mezzanine can't see you. Remove all ground threats first.

Bring out your smartphone and access the cameras, flitting to all the ones above the mezzanine so you can easily mark the eight remaining Fixers. At this point, it's worth opening any protectors (there are usually two on the east and two on the west balconies) so you have more cover options, but you don't need to raise protectors while you're in danger. Then choose one of the corner stairs and climb to the top.

In this example, we used the northwest stairs, allowing us onto the covered balcony, where we easily neutralized the next Fixer as he walked by the top of the steps. If a foe is alerted by your takedowns but hasn't started firing, or if you see a patrolling foe you can't get behind, simply scurry back down the steps and up the ones opposite. This enables you to neutralize the two or three foes in the outer balcony.

With two or three foes from the outer balcony at one end of the mezzanine dispatched, descend the steps and run around the perimeter to the opposite stairs (in this example, the ones to the east, near the starting point). Head up here, and pounce on the two or three foes walking around. Now you should have only two or three foes in the central part of the mezzanine left to worry about.

> **Tip**
>
> Why not just work your way east to west across the mezzanine, or use the north lower courtyard as an insertion point? That's also recommended, but it's a little safer if you remove foes from the outside and work to the middle.

With only a few foes left milling about the middle, you can afford to bring out your weapons if you want. But otherwise, use the large number of planters as cover, step out, grab, and neutralize. Or you can blow up the junction box near the raised central area and take down foes that way. Don't be afraid to run around to the opposite balcony to track and take down a foe instead of rushing straight for him; enemies that don't see you won't be prone to firing and alerting the others! When all foes have been neutralized, your objective updates.

> **Tip**
>
> Try a mixture of melee strikes and Spec-Ops takedowns for foes you want to drop in a particular location; they become curiosities for other enemies to investigate, after which you can attack.

Aggressive // Smart: Utilizing What's Around

Difficulty:

Aside from the cameras, the phones to attract foes to on the lower and upper planters, and a couple of junction boxes, only the protectors really help your cause, as you can use them as cover and to confuse a foe and cause them to inspect the area. They are also helpful during subsequent battles if you need extra protection, though lobbing grenades with them raised also means the enemies have protection too. If you're using your smarts, you'll tag a couple foes with an exploding junction box or make sure they are too busy inspecting a protector to notice you sneaking up on them.

Aggressive // Violence: Going to Town

Difficulty:

You might want to forgo all this sneaking around, but be warned that additional waves of foes (and a forthcoming blackout) mean you might want to keep the most helpful of your offensive equipment for the second wave. However, there are plenty of waves to take out the enemies using guns and grenades:

Even though it's usually more dangerous, you can stay at ground level, close to the entrance to the central planter, and drop the foe there. Then wait and decapitate the enemies moving down the steps to reach you. Watch your sides, as foes use the stairs on either side of you. Let the Fixers come to you.

Shotguns are quite effective if you storm the mezzanine; this time you definitely do want to be working from one corner to the other, clearing foes so there are only enemies ahead of you. The minimap is helpful when pinpointing foes trying to flank you.

The heat lamps near the umbrellas make great impromptu explosive devices. Shoot the junction boxes, too, or lob grenades to chain an explosion if two enemies are close together.

Sniping is feasible here, especially if you head up from a corner stairwell, tagging foes that are far away and then changing position to another corner stairwell or the scissor lift. Sniper rifles are especially problematic when foes outflank you, so check your minimap as often as your aim.

You could move to the laptop immediately, but you can't upload the virus until you remove all foes; the damage the fencing takes during your combat up here means you have less protection during the next wave.

> **Tip**
>
> Leave a single enemy alive, or ignore the objective to upload the virus until you've prepared the mezzanine for the arrival of the second wave (as detailed below).

4.2 A VIRUS AND VIOLENCE

Location / Mad Mile // Plaza, near Taylor Station (Northwest)

- Upload the virus to the laptop
- Defend the upload area
- Police are inbound. Escape them

Infiltration

Data Hack

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Your goal is to reach this laptop on the upper planter of the raised central deck and begin to upload a virus to it. However, as soon as this begins, the second wave of enemies arrives. Increase your survival chances by prepping for their arrival:

Passive: Prepping for the Upload

Difficulty:

Just before the upload begins, break out the more esoteric equipment and start laying some nasty traps. First, check the raised central deck for choke points. There are three sets of steps: two on either side of the laptop planter (facing east) and one in front of the laptop (facing west). Place an IED at the base of each set of steps. Foes mostly come in from the west, heading east (so you'll be facing the single middle set of steps most of the time), but if your proximity IED goes off behind you, you know a flanking attack is coming.

The enemies come up the steps from the lower courtyard, and they have to reach you by using the walkway at the top. Prime more IEDs or explosive lures at the tops of the stairs if you have enough ordnance. You're planning on keeping as many foes from even reaching you as possible.

Lower any protectors en route from the outer stairs to the central deck, so the enemy can't hide behind them. Remember, you need to stay within the raised central deck until the upload finishes, so make this as hard to reach as possible. Now prep your assault or sniper rifle, and watch the top-floor balcony of the apartment complex to the south, across the L-train tracks.

> **Caution**
>
> There are heat lamps on this deck; shoot them, as they can explode and damage you.

Aggressive // Violence: Traps to Confuse and Goad

Difficulty:

Upload that virus! As this occurs, there's only one way to play this; drop to cover along the south wall and immediately target and drop the two snipers who appear on the apartment balcony. The subsequent action is easier if you don't have two laser sights locking on and damaging you severely.

Now turn your attention to the two incoming armored enemies. Optionally mark your four foes using a ctOS scan. Then plan a counterstrike:

Punt or lob grenades as they reach the top of the stairs, along the side balconies, or the walkway close to your deck, damaging them severely.

Check your minimap or listen for detonations. Use the concrete walls as cover and not the wooden fencing, as that is destroyed by incoming fire and explosives.

Stay to the outer corners of your raised deck or close to the laptop, watching foes coming in (profiling and marking them automatically if you wish) and hitting them with concentrated assault rifle bursts and grenades.

Don't venture off this raised area. Even if the fight turns tricky, use cover (including the walkway behind the planter with the laptop on it), but aim to remove both the heavily armed Fixers before the upload completes.

When the objective uploads and DedSec kills the lights, you can't use any Smart tactics. In addition, a police helicopter arrives, as do around six officers with more squad cars heading your way. You can:

Fight them, which is pointless, as this becomes excessively dangerous and you're exposed to the police marksman on the chopper.

Flee, which is dangerous if you use the corner stairs, as enemies are already congregating there. Check your minimap for signs of police activity, and maneuver away from it. This is the opportunity to use the stairs down to the central planter and locate the vehicle you should have parked in the side street. Then outrun the police, using all your previously discovered tactics.

After DedSec crows about their victory, and once you've escaped the cops, the mission concludes.

MISSION REWARDS

Gained XP +800

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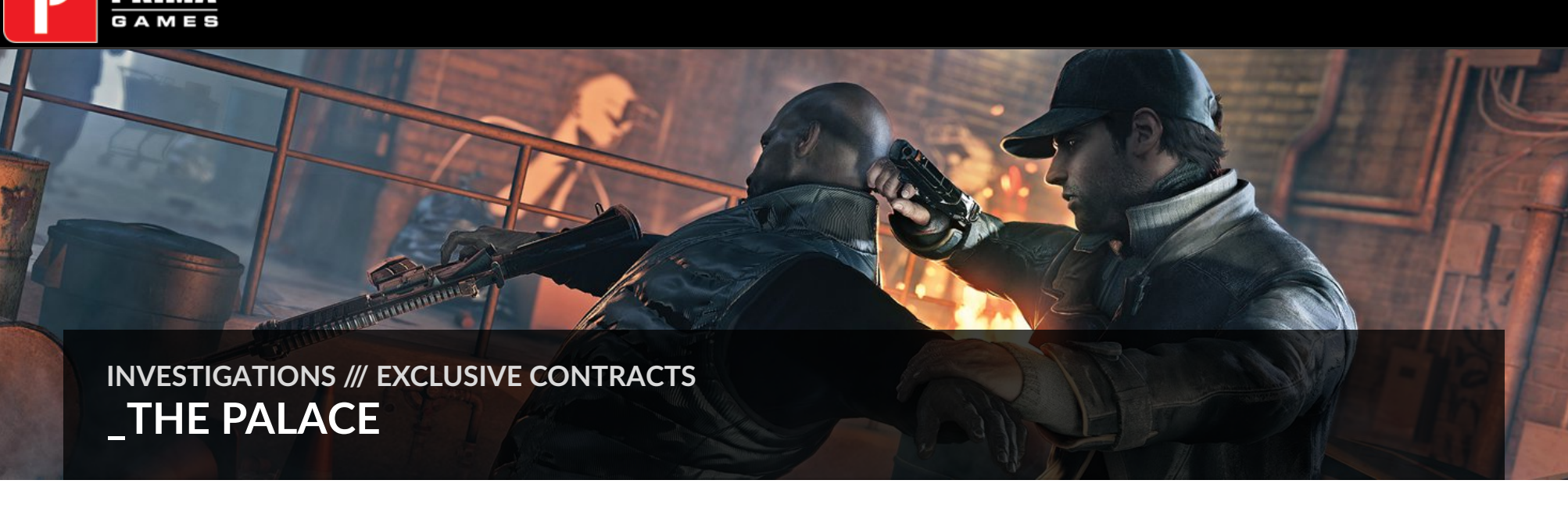

INVESTIGATIONS /// EXCLUSIVE CONTRACTS

_THE PALACE

OBJECTIVES

- Reach SoSueMe's mansion
- Hack to gain access to SoSueMe's mansion
- Find and deactivate the ctOS boxes
- Access and hack the ctOS server
- Hack SoSueMe's laptop
- Take down SoSueMe
- Escape the police

Note

This Investigation, once bought or acquired, unlocks after Act I / 8. A Wrench in the Works has been completed.

LOCATIONS // MAP

Location / Parker Square // SoSueMe's Mansion

- Reach SoSueMe's mansion
- Hack to gain access to SoSueMe's mansion

1. Hacked Off

Location / The Loop // Alley close to LeSalle Station

Location / Parker Square // SoSueMe's Mansion

Driving Investigation

Infiltration

Data Hack

Difficulty:

Overview

Completion Point: SoSueMe's router, two ctOS boxes, then the router again, and finally SoSueMe.

Dangers (Mansion Infiltration): Ten Fixers (Gunmen x3, Veteran x5, Marksmen x2; hidden cameras x3, Shot-Callers x4).

Reinforcements (Mansion Infiltration):Up to six Fixers (Gunmen x6), approaching on foot.

Begin this lengthy mission at an alley in the Loop, just west of LaSalle L-train station. DedSec has uncovered some worrying information regarding a rich hacker named Danny SoSueMe, who recently stole data from them. That includes some personal information about your family. While DedSec is calling, plot a GPS route to Parker Square and drive to SoSueMe's mansion immediately. Bring weapons and projectiles for this one.

Choose one of the insertion points at the mansion's perimeter (detailed below), and move directly to the security router in the windowed walkway under the deck, close to the cliff ledge. There are no enemies between the front gate and here, so this is the best way to reach this location. Profile the router so the objective updates and you can begin your proper infiltration: for two ctOS power boxes.

- Find and deactivate the ctOS boxes
- Access and hack the ctOS server

2. at the mansion

Location / Parker Square // SoSueMe's Mansion

Infiltration

Data Hack

Lethal Force Likely

Melee Force Likely

Difficulty:

Insertion Points

SoSueMe's mansion is sprawling and has an outer perimeter, where you first gain access, and the layout of the actual building exterior where his guards are patrolling. So think of this as two sets of insertion points:

Outer Point: Main Gates (Southeast)

When you arrive, open the gate and drive up the winding path. Though it isn't very clandestine, there are no enemies in this part of the grounds, so you're safe. This is also the escape route for SoSueMe; a carefully placed IED might be helpful to halt him.

Outer Point: Curved Stone Wall (Northeast)

You can clamber around the perimeter and locate the stone wall and rocky outcrop adjacent to it. Hoist yourself over to the curved driveway and the garage forecourt. Drop a proximity IED on this drive to really annoy SoSueMe during the last stages of this mission when he tries to drive away.

Outer Point: Gate by the Lake (North)

Unlock this gate so you can walk down the cobblestone path overlooking the lake, with the mansion just up ahead. This is an easy infiltration point but isn't usually used because it's quicker and just as safe to maneuver up from the southeast. On this side, however, you soon reach the lakeside porch.

Outer Point: Gate by the Restrooms (Northwest)

This gate allows access to the western grounds, but tactically, this isn't very helpful; the guards are all ahead and above you (to the left or north), and both snipers can easily spot you wandering the cobblestone path below the gazebo.

Outer Point: Gate at the Bottom of the Hill (South)

This gate offers access to the south patio and gazebo area. This is slightly more helpful than the gate by the restrooms, as you can lurk close to the patio and start dispatching foes. But as the initial objective here is on the opposite side of the mansion, you need to do some extra legwork.

Inner Point: Front Door and Garage Forecourt (Northeast)

The front door is locked, and there is a collection of vehicles in the forecourt. Puncture their tires or launch grenades at them, although your firing alerts the guards. There's access to the steps to the upper balcony level of the mansion, and two sets of steps down to the cliff ledge where the router is located. SoSueMe escapes from here, so be sure you know how to easily reach this area.

Inner Point: Cliff Ledge and Window Deck (East)

The majority of your movements end up here: the lower windowed walkway near the (sealed) door where the router is (and where you trace the data flow to the two ctOS boxes) and access to the patio. Directly above is a deck with a barbecue, a covered area leading to stairs, and access to the massive gazebo. There's a connecting corridor opening to the porch too.

Inner Point: South Patio

Note the two sets of stairs here, both leading up to the patio. Follow one of the data flows along here. Watch for a guard with a camera patrolling here, plus others up on the gazebo balcony who can see you from their height advantage. There's a vault to blow if you want to make noise.

Inner Point: Large Dining Gazebo (Southwest) (ctOS Box)

This has the tightest security of all the locations and should be the last place you investigate if you're killing guards as you go. There's seating for 16, and one of the ctOS boxes is on a pillar next to the barbecue. Watch for a foe you can't actually reach with melee strikes—a sniper prowling the gazebo roof. There's good access around to the porch and patio and to the connecting corridor bisecting the mansion.

Inner Point: Lakeside Porch (Northwest)

There are fewer foes on this side, but this still offers quick access around to the gazebo grounds, the connecting corridor to the window deck, and stairs up from the forecourt to the sniper's roof. If there are too many foes elsewhere, head here during your infiltration.

Inner Point: Sniper's Roof (ctOS Box)

A sniper lurks on the balcony up here, right next to one of the ctOS boxes you need to access. Two staircases connect to this roughly U-shaped balcony: one from the connecting corridor near the window deck, and the long set of stairs from just above the garages. You can also leap onto the lower roof overhang if you wish (to gain extra sight of foes below you).

Work your way (without being seen) to the access router at this point, in the windowed walkway under the deck, close to the cliff ledge where a bike has been parked. Bring out your smartphone and profile the area; the data flow to each ctOS box is now visible (the thin pulsing lines).

Tip

At this point, perform a ctOS scan and tag all ten enemies at once.

Progression Plans

It soon becomes apparent that you need to focus your attention on the locked access router and two ctOS boxes to unlock it. Plotting a course to each ctOS box is the best plan here, but wanton disregard for Fixer life is part of the following plans too:

Passive // Smart: No Need for a Mess

Difficulty:

ctOS Box 1: After the "Find and activate the ctOS boxes" objective starts, it's possible to hack both ctOS boxes and this access point, with zero casualties. Crouch by the corner of the windowed walkway and wait for the foe with a camera to wander by. Look up and across at a camera overlooking the gazebo.

Then access the camera by the stepped garden area under the sniper's balcony. This allows you to view the ctOS box at the gazebo and unlock it.

ctOS Box 2: There isn't a camera that looks directly at the second ctOS box (which is right behind the sniper on the mansion balcony), so creep around the front of the garage, then up the long flight of steps (as there are fewer foes here to bump into). Move to the area right behind the sniper and drop to a crouch.

There's likely to be a second foe near a phone to "attract." Ignore that but wait for both foes to look away from you. Then creep around the corner, unlock the ctOS box, and retrace your steps to the router. Hack it to reach the server. Simple!

Tip

Whatever plan you try, use the cameras throughout the mansion: Mark all ten enemies, and access the foes with cameras on them, too, so you can see patrol paths.

Aggressive // Stealth: Silence to Suppress

Difficulty:

If you want to minimize gun use, you can use melee strikes to remove all but one of the ten foes (or use a mixture of melee takedowns and Spec-Ops weapon shooting). As this mansion is sprawling, several routes are available, but this is optimal. Attempt it once you see the data flow and the ctOS boxes are ready to be unlocked.

Head into the patio and remove the foe with the camera from his patrol path. Watch for a foe on the gazebo balcony above; he might spot you, but this is handy as he heads down the stairs, and you can strangle him as he appears. Then follow another foe up the long stairs and drop him before he walks into the open and spots you.

Move counterclockwise around the upper mansion walkways, beginning with a takedown on the deck with the barbecue (you can attract the foe here using the phone nearby, but creeping and darting out to drop him works just as well). Now continue around on this level to the lakeside porch area, and tackle a patrolling foe here. Don't venture out from the roof overhang, as you don't want the sniper to spot you. But he's next!

Locate either set of steps up to the sniper's balcony, and approach the foe ahead of you. Watch for a second foe close by. Ignore the phone on the planter and quickly deal with the sniper, then the second foe immediately, so no alarm is raised. Hack the ctOS box and head down to the gazebo area.

There are three foes left, and all should be in this area. Without the sniper on the balcony, it's easier to maneuver in this area now, so locate the nearest foe and throttle him. Then enter the gazebo and find the final foe with the camera (the sniper atop the gazebo doesn't usually see you). Unlock the other ctOS box near the barbecue, and turn your gun on the final sniper atop the gazebo roof; fire from the open, not through the gazebo.

Aggressive // Violence: Slaughter to Excess

Difficulty:

Bring barbarism to SoSueMe's henchmen, and expect an entertaining few minutes of carnage. Your options for living are increased if you try any of the following:

There are no explosive canisters and only vaults to detonate (such as the one in the south patio). Rely on your ability to hack any carried enemy grenades, and use weapons instead of the environment. Peering out from cover and working in a circle, use an assault rifle or shotgun to take down any foe you meet.

The problems arise when you're facing the two snipers, so head up to the balcony overlooking the gazebo first, and shoot the snipers here. Then drop down and tag the sniper on the gazebo before you vault onto the roof and start firing down on the foes below.

Watch for enemies congregating behind you if you stay on the balcony. This is actually helpful, as you can leave an IED and detonate it (near the top of the stairs) or lob in a grenade.

Slay from the roof and balcony, as the height advantage, ability to drop grenades, use sniper rifles, and drop down to rush any foes you can't kill from range, makes this a very versatile area.

Or you can lurk by the gate near the restrooms and snipe foes from the perimeter, in a war of attrition.

Caution

Yes, it's possible to ride a bike up the stairs to the sniper balcony and ram the foe into submission, before trying to drive around shunting foes. But you'll likely be dead in seconds.

3. So long, sosueme

Location / Parker Square // SoSueMe's Mansion

- Hack SoSueMe's laptop
- Take down SoSueMe
- Escape the police

Data Hack

Foot Chase

Vehicle Chase

Escape

Lethal Force Likely

Difficulty:

Solution: Hotspot 1

You're in! Once you've navigated the hotspot, access the camera you can see in the living room, and scan the room for the laptop. Hack that, and you're successful. However, SoSueMe is escaping his mansion; take him down!

Overview

Completion Point: SoSueMe, then out of the search area of the police.

Dangers (Mansion Escape): Four Fixers (Gunmen x4). No Shot-Callers.

Dangers (Target): Danny SoSueMe (Gunman)

Reinforcements:Police vehicles (up to four) with 2 occupants in each (Gunmen and Veterans), plus police helicopter (Marksman)

Progression Plans

At this point, you have a couple of options when dealing with this master criminal and his particularly fast car:

Aggressive // Violence: SoBlowMe (Up)

Difficulty:

Quickly deal with the closest Gunman reinforcements. Then run out onto the cliff ledge, armed with a grenade launcher or proximity IEDs, and punt explosives onto the winding driveway that he uses to escape. The results are explosive and harmful; the car should take a battering, and SoSueMe usually dies in the detonation. But rush down and finish the job if he's still alert.

Or you can rush down to the front gate and hack it closed, biding you some time (he usually opens it, so close it again); if there's time, stand and watch the car approach, and blast away at the tires, windshield, and SoSueMe. Dive out of the way if you don't cripple the vehicle in time.

Caution

There are four enemies in the garage forecourt; ignore them unless you can shoot them immediately, as you want to be following SoSueMe, not engaging his minions while he escapes!

Driving // Smart: OutSmartMe

Difficulty:

Otherwise, this is a vehicular chase. Though there's a bike parked on the cliff ledge, you may wish to steal one of SoSueMe's luxury vehicles if you intend to batter him with your own vehicle. But the bike is handy for keeping up, and if you plan to use infrastructure hacks to blow him up.

He sometimes heads left out of the mansion gates and drives up the winding road (steam pipe). Then he makes another left (west) along an uphill road (steam pipe) and around the perimeter of the park (two steam pipes, bollards). When he reaches a junction (traffic lights), he turns right and speeds around the residential streets, heading back to the junction (traffic lights). This time he turns left (steam pipe).

During this time, any one of the infrastructure indicated (in parentheses) can be hacked to stop him.

Driving // Offensive: SoShuntMe

Difficulty:

Or, you can use your vehicle as an offensive weapon or use the scenery to stop him: crash, bash, shunt, or otherwise maneuver the target into a crash or until the vehicle catches fire and the foe escapes. Then shoot him or run him over.

At this point, the police show up, and your Heat level is around 4. Escape the police by employing the strategies already set out earlier in this guide or driving away at speed, changing direction every block, taking off-road areas and alleys, and using scenery to waylay the police.

After escaping the police, you begin a conversation with a news reporter who was working on a piece about Danny SoSueMe. You tell her the operation has been shut down. This might explain why the black market has been flooded with hard drives with a variety of sensitive information on them! Apparently, they're all over town. The mission concludes, but you can still find the hard drives.

MISSION REWARDS

POLICE EVASION (XP) +250

Gained XP +800

4. HARD DRIVE COLLECTING

Location / Chicago // All Districts

Tip

Locating these stolen government hard drives commences after this mission concludes; the hard drives are inaccessible until this point. They appear on your world map and are reasonably easy to find. Check the total number of hard drives collected by comparing them to the list below. Inspect and hack the hard drive, so the total number of hard drives increases. They can be discovered in any order and are presented by district, working from northwest to southeast, wherever possible.

Pawnee / Hard Drives

Hard Drive 01

Location / Pawnee // Abandoned Rail Station

Up in the wilds of Pawnee, just south of the northernmost road below the bike trails, is an overgrown rail yard and a dilapidated station platform with a tumbledown red station building. Inspect this location, where you find the first hard drive on the low ground concrete pavers under the Pawnee sign.

Hard Drive 02

Location / Pawnee // Construction Bridge

Look for the large construction bridge over the ravine in the western part of Pawnee. Approach from the north section, heading down under the main bridge structure. Use the gantry stairs to reach a huge set of concrete pillars and buttresses. The hard drive is on a concrete ledge near one of the pillars.

Hard Drive 03

Location / Pawnee // Hunter's Shack

Out in the wilds of southeast Pawnee, above the winding tunnel where Lena was killed, is a hunter's shack. Reach it by heading up the rocky area to the left (east) of the dead-end train tunnel, just south of the broken train bridge and east of the rock ramp. The shack is atop a hill.

Parker Square / Hard Drives

Hard Drive 04

Location / Parker Square // Meat Market Rooftop

On the curved main road down from Nicky's house to the freeway, close to Keele station, is a food center with a garage and concrete steps behind it. Scale the steps o you can drop down onto the roof. Now climb and head across the AC units onto the roof behind the billboard, and secure another hard drive.

Hard Drive 05

Location / Parker Square // Western Row House Alley

Find the long alley running north to south, close to the rail lines and a hideout, along the western edge of Parker Square. Scour the area for a yard of rubble opposite a row house with scaffolding on it. Climb the scaffolding to the platform, where you find the hard drive.

Hard Drive 06

Location / Parker Square // Roof of Phoebus Theater

Head to the Phoebus Theater one block south of May Stadium, and head around the side alley of this imposing brick structure. Activate the swing stage so you can ride up onto it and the rooftop. Or, run around to the alley between the theater walls, and climb the levels to the rooftop without the aid of the lift.

The Wards / Hard Drives

Hard Drive 07

Location / The Wards // Southwest Rubble Yard

In the southwest corner of the Yards is a no-man's-land of ruined, rubble-filled yards overgrown with grass and detritus. Near some concrete blocks and a large metal container is the hard drive, among the strewn bricks and wood.

Brandon Docks / Hard Drives

Hard Drive 08

Location / Brandon Docks // ctOS Box, above Shanty Hamlet

On the northwest corner of Brandon Docks is a large expanse of rocky ground, close to the freeway, by the river. Stop at the freeway, hop over the concrete side, and locate a small homeless hamlet at the base of a rocky outcrop. The hard drive is at a small ctOS outpost (with a box) atop this hill.

The Loop / Hard Drives

Hard Drive 09

Location / the Loop // Ornate Stone Building Rooftop (near ctOS Tower)

Find the ctOS tower and within the same block, find this ornate stone building, with an alley to its north. Instead of using the swing stage to reach the ctOS tower, climb the ladder by the propane tank, then scale the various levels of roofs (or approach from a plaza to the west) to the gravel rooftop near the DedSec graffiti.

Hard Drive 10

Location / The Loop // Under the Northeast Freeway

There's a huge elevated freeway that runs around the northeastern corner of the Loop. Descend below this super-structure, to a construction area surrounded by a green fence. Enter and head under the freeway, to a yard of grass and piles of bricks. Among this trash is your final hard drive, near a massive freeway support pillar.

Note

There are no hard drives in Mad Mile. Once you secure the final hard drive, this mission concludes.

MISSION REWARDS (HARD DRIVE COLLECTING)

Gained XP: +500

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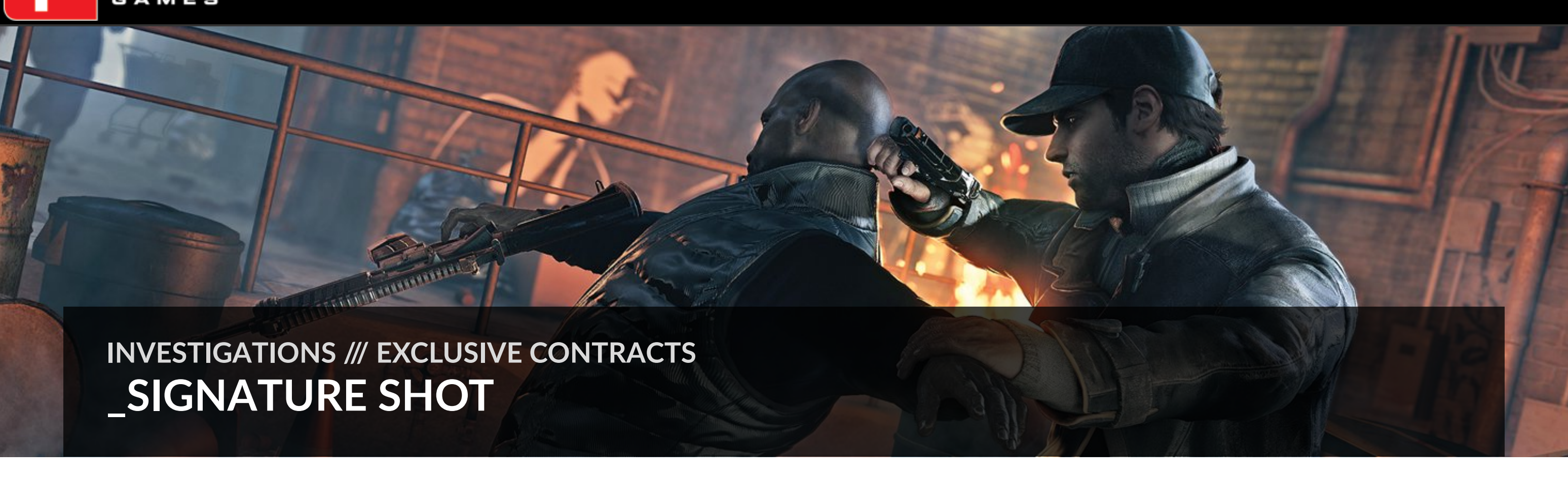

INVESTIGATIONS /// EXCLUSIVE CONTRACTS

_SIGNATURE SHOT

OBJECTIVES

- Reach the coffee shop
- Profile to locate the smuggler
- Tail the smuggler to his hideout
- Enter the target area and locate the weapon buyer
- Hack the buyer's cell phone
- Reach the weapon location
- Leave the area or eliminate the remaining enemies

LOCATIONS // MAP

Location / Brandon Docks // Rossi-Fremont APARTMENTS

1. GANGSTERS, THUGS, AND SMUGGLERS

Location / Brandon Docks // Coffee Shop

Location / The Wards // Rossi-Fremont Rendezvous Point

- Reach the coffee shop
- Profile to locate the smuggler
- Tail the smuggler to his hideout

Investigation

Driving Investigation

Vehicle Chase

Difficulty:

Overview

Completion Point: Weapon buyer (hack), then weapon closet (unlock)

Dangers (Rendezvous Point): Ten Viceroys (Gunmen x7, Veteran x3).

Note

This Investigation, once bought or acquired, unlocks after Act I / 8. A Wrench in the Works has been completed, and the ctOS Control Centers in The Wards and Brandon Docks are unlocked.

Start this mission on the sidewalk in northern Brandon Docks, with the mysterious DedSec offering you the chance to steal a biometric rifle. This high-value item has been smuggled into Chicago for the captain of the Black Viceroys gang. It only works with the first person to imprint his or her palm on the handle. To find it, you need to follow a known smuggler named Michael Orleans; he'll lead you to the prize. Run west along the sidewalk to a newsstand and coffee shop, where the search area appears on your minimap.

Bring out your smartphone and begin to profile the coffee shop customers. Hide just outside the shop, as the smuggler is extremely skittish; simply wandering up to him alerts him and fails the mission. When you've marked your foe, wait next to the fence for him to leave the vicinity of the shop, and walk into the parking lot.

Your movements are critical to the continuing success of this mission: Remain on the sidewalk and watch from a distance as he moves to his parked car. Creep around the lot's left (west) side, behind the parked cars opposite the one the smuggler uses. When he leaves, step out and pick the vehicle shown in the screenshot, but don't enter it too quickly or the foe figures out you're following him!

Tip

Or, you can run past the foe, sprint to the vehicle shown, and hide in it. Eventually the Viceroy leaves, and you can follow by simply starting the car.

A low-speed chase now begins. While you're on city streets, try to stay within 20 to 80 meters from your target, or you risk being spotted or losing him. If you see him becoming alerted, brake sharply and start reversing before he becomes fully alert and the mission fails. Don't accidentally blow up a steam pipe or use your powers of technology; you're following this guy, not killing him! He takes a left, heads under a bridge, then makes a right. He follows the winding road and then turns onto the freeway.

The speed quickens on the freeway, but still keep around 80 meters between you and him. Close the gap as he reaches the off-ramp, but don't accelerate too strongly and end up being spotted. He takes a left under the freeway (watch out if he stops at the light, as it's easy to be spotted here) and eventually leads you to an area close to the Rossi-Fremont tenement block. You're now at the hideout, so you can disembark.

2. THOROUGHLY DISRESPECTED

Location / The Wards // Rossi-Fremont Rendezvous Point

- Enter the target area and locate the weapon buyer
- Hack the buyer's cell phone
- Reach the weapon location
- Leave the area or eliminate the remaining enemies

Infiltration

Data Hack

Escape

Lethal Force Likely

Melee Force Likely

Difficulty:

Insertion Points

The Viceroys in this area have taken over a north-south street and two parallel alleys on either side of it. Though the restricted area looks large and with numerous insertion points, the majority of the action is likely to take place to the east, in the alley populated by foes.

South Street Blockade

Your target pulls in here and drives a few car lengths into the street, where he stops and becomes one of the foes you need to (optionally) neutralize. This location is fine for an all-out war, with you storming the area using weapons or driving a truck, but there are far safer insertion points. Stand here to mark the foes using the cameras, though.

Southeast Alley Fence Gap

You usually explore here next. Take down the foe at the gap in the fence with a melee strike if you're fast enough or after you distract him, but a second foe in the courtyard with the tree starts to investigate, so hack, hide, or rush him. If successful, this is a great route to take if you're after a nonlethal method of taking care of the guards before you find the weapon buyer.

East Alley and Shed

If you want to completely ignore all enemies and complete this mission in seconds, use this unguarded gap between the eastern row houses, which offers a straight shot to the weapon buyer near the forklift in the courtyard ahead (west) of you. The biometric weapon is just around the corner of the shed, to the right (north).

Northeast Alley

There's a patrolling foe that makes his home here, but not after you explode the junction box or remove him. This is a slightly less taxing method of entering the area, as you can more easily seek cover and start foe takedowns throughout this alley without being spotted. There's good access to the weapon buyer here, too.

North Street Blockade

Much like the south street blockade, the Viceroys have some parked trucks here. However, the extra cover, closeness to the weapon buyer, and the steam pipe in the middle of the street means this is a much better option if you're after a direct approach. You can easily enter here, but venturing too far into the street usually leads to you being spotted.

Northwest Alley

This is a good escape route or insertion point if you want to reach the street, but the number of patrolling foes means clandestine operations are less effective from this point. However, you can start a war from here and quickly ascertain locations of foes and the weapon buyer. You're also hindered by a fence you need to climb, which slows you down; this is especially dangerous if you're under fire.

West Alley

Often overlooked, this alley is directly across from the weapon buyer. The camera on the building ahead and above you allows you to hack him, then create a disturbance using the junction box (or the ctOS box farther down the street) before you sprint over to the weapon closet. Otherwise, this is a lurking point when using cameras to mark foes.

Southwest Alley Fence Gap

This is the entrance to the rarely used west alley. Use this if you're sneaking around or wanting a complete visual knowledge of the entire perimeter. Unlike the eastern alley, there are no foes to worry about here and only the two previously listed insertion points to check out.

Restricted Area Interior

There are ten Viceroys (including the target you tailed), with six in the main street, two in the northeast courtyard, and two in the southeast courtyard. Use the debris and pallets in the east alley to access the rooftop, and there are junction boxes, a forklift, a steam pipe, and a ctOS box to play with. The weapon buyer stands close to an access point from the northeast alley courtyard, just near the forklift. This infiltration is slightly easier than you might think, due to the lack of Shot-Callers.

Progression Plans

With no reinforcements to worry about and numerous alleys to creep down, the last part of this mission can be simple, as well as carnage-filled. Though why wouldn't you want to keep the foes alive here until after you've secured your new weapon? Then you can test it out...

Passive // Smart: Studying the Area Like a Savant

Difficulty:

Jog around to the gap in the east row houses, and step through near the white shed. Across the courtyard is a forklift and a gap to the weapon buyer. Use the cameras to mark, locate, and hack the weapon buyer without moving from your position.

When the objective updates to locating the weapon, watch for the foes patrolling your courtyard. Simply walk around the corner of the white shed, open the metal weapon closet, and secure your biometric weapon. You can either retreat the way you came or gun everyone down. Either way, your mission concludes after a particularly quick infiltration!

Aggressive // Stealth: Leaving Unconscious Bodies to Taunt

Difficulty:

If you want no enemies left before you reach the weapon buyer, then begin at either end of the alley, tackle the foe at the alley entrance and the patrolling enemies in the courtyard. Then move stealthily to the next courtyard (heading north to south or south to north) and remove the other two alley guards. This leaves six in the street.

At this point you need to carefully watch the direction your foes are looking. It's easier to step through the gap between the northwest alley and the street and be spotted, so try entering from the north or south streets and dealing with foes at the edges first, so there are fewer foes to turn violent. End the stealth expedition with a takedown of the weapon buyer.

Tip

It's actually helpful to coax a few more foes from the street into the alley courtyard where you have more room to hide; use lures or simply shoot off a couple of rounds so the enemies come in and investigate. Or, stop foes where no one can see them. Disrupt them and then melee strike.

Aggressive // Smart: Accessing Technology to Flaunt

Difficulty:

Aside from the cameras that allow easy marking of your foes, there are objects aplenty to interact with here:

There are junction boxes to shoot or hack to explode and remove foes, ideally in the alley so you can tackle subsequent enemies one at a time when they approach.

Activate the forklift parked close to the weapon buyer, and coax foes to it. Attack with a grenade or other favored weapon, or use the forklift pallet to reach the roof.

The steam pipe causes a massive amount of damage, especially to a foot soldier standing nearby. Explode it in the north end of the street, ideally after using a lure to gather as many foes near to it as possible.

Remove the visibility of your foes by killing the lights at the ctOS box near the south side of the street, then rush in and melee-strike and cut down the rest with guns.

Aggressive // Violence: Gunplay in Rossi-Fremont

Difficulty:

All manner of violent acts can be perpetrated on these gang members. Try some or all of the following:

You can climb on top of the building above the weapon buyer and the apartment across the street to the southwest; these are fine locations from which to lob grenades and snipe. The white shed across from the weapon buyer to the east is another option.

When a foe dashes across the road to avoid your gunfire, explode the steam pipe.

The grenade launcher is most entertaining on the street where you have the room to aim accurately.

The shotgun is a great tool in the alleys where single-shot takedowns are handy.

Leap into the blue Dumpster (northwest alley courtyard). Poke your head out to shoot, then dip back down into cover.

Use the explosive cans in the alley to further wound your foes.

Activate IEDs and explosive hacks around corners; this leads others into the same trap again and again (if you have enough projectiles).

But it's much better to use stealth until you grab the biometric rifle, and then test it out on these thugs!

Driving // Offensive: An Unnecessary Vehicular Jaunt

Difficulty:

Just because the smuggler has disembarked from his vehicle doesn't mean you need to; you can follow the foe in, gunning the accelerator and maneuvering around the parked trucks and ramming into the weapon buyer and any other foes. Then use the vehicle as cover, engaging in a firefight until you're done blasting. Hack the buyer and the closet and take the weapon.

Or you can hack the cameras and the weapon buyer, locate a nearby parked bike, drive it to the weapon closet, unlock it, and drive off without anyone noticing, using the same route as described previous (Passive // Smart). If you explode the ctOS box and then drive down the street, you can ram foes more easily.

Once the biometric rifle is in your possession, and the remaining Viceroys have been removed or you've left the area, the mission concludes. For information on the Viceroys Outfit.

MISSION REWARDS

Gained XP +800

OUTFIT: VICEROYS OUTFIT

Weapon Unlocked: BIOMETRIC RIFLE

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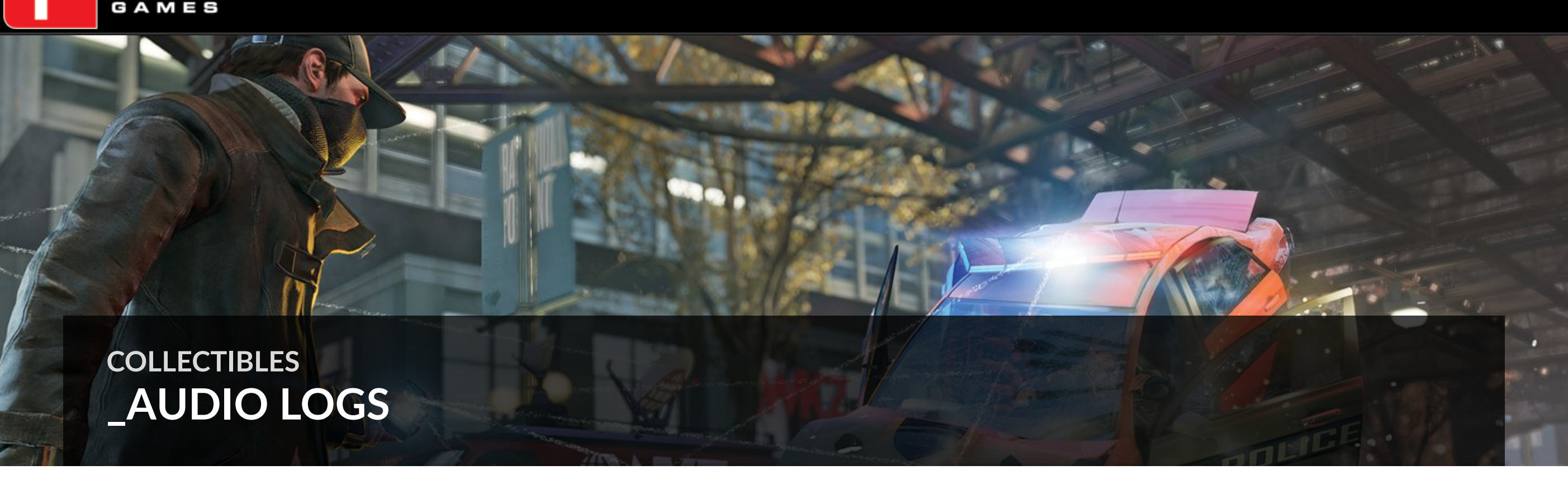

COLLECTIBLES

_AUDIO LOGS

SECRETS AND LIES

There are 101 Audio Logs scattered throughout the world of Watch_Dogs. These provide insight into the backgrounds of the characters and of the world they inhabit, which makes them a must-have for any fan who's interested in fleshing out the game's story.

An Audio Log is a short, journal-style spoken message. They can be found on PDAs, smartphones, wifi radios, and notebook computers, which you can either hack with your phone or through a remote camera feed. Any item that contains an Audio Log glows blue until it's hacked.

Once you find an Audio Log, it's stored in Aiden's smartphone for the rest of the game, where you can listen to it whenever you want.

If you collect an Audio Log during a mission, it triggers an autosave and will stay in your collection even if you're forced to restart from prior to the point where you collected the Audio Log. You don't have to recollect them if you die after finding one.

Audio Logs are sorted in Aiden's smartphone menu by the character who recorded them.

Note

Certain Audio Logs (*) can only be collected during a specific mission. Your audio log app updates with all of these after you hack the satellite during "Sometimes You Still Lose" in Act V.

STRANGE TRANSMISSIONS

Twenty-seven Audio Logs can be found by hacking into the computer monitors found in hideouts, which are unlocked by successfully tapping into ctOS towers and by successfully completing ctOS breaches .

Regardless of when you finish these challenges and in which order, they will always award you Audio Logs in the same numeric progression,beginning with Angela Balik, then moving on to Lucky Quinn, Rose Washington, Damien Brenks, and finally Charlotte Gardner. It's thus necessary to unlock all ctOS towers, complete all ctOS breaches, and get most of the way through the game before you can complete your Audio Logs collection.

AIDEN PEARCE (5)

You begin a new game with Aiden's first four Audio Logs (01-04) already recorded in his phone. These do not count toward progression.

Aiden Pearce 05*

Upon your return to Aiden's room at the Owl Creek Motel in "Bottom of the Eighth", hack the notebook computer on the couch by the door.

BEDBUG (3)

Bedbug 01*

During "By Any Means Necessary" in Act III, after you pass through the drug-packing room, there's a locked side door that you may remember from when you came through guiding Bedbug earlier in the campaign. Unlock it and go in to find some electronic parts, a stack of cash, and an Audio Log in the corner next to the door.

Bedbug 02

During "Uninvited", while you're planning your ambush in the abandoned factory, there's a smartphone on the table near the security footage you're looking for. Hack it to find this log.

Bedbug 03*

You can't grab this Audio Log until "By Any Means Necessary" in Act III, when you personally infiltrate Rossi-Fremont Tenements. Once you get inside, take the elevator up from the lobby, then look for a locked door underneath the ramp up to the next level. You can unlock it using the junction box next to it. Inside is a bunch of ammo and a notebook computer that contains this log.

BLUME ENGINEERS (6)

The Blume Engineers' Audio Logs are scattered around the abandoned Ogden Steel factory on Abbot Island, which is only accessible by boat until you reach "A Blank Spot There-ish" in Act II. Each file is found on an old wireless radio.

Blume Engineers 01

During "A Blank Spot There-ish," the closest of the three generators you have to reactivate is on top of a small building on the northwest side of the island. At the base of that building, on its south face, look for a wifi radio next to an old mattress, near one of the freight entrances.

Blume Engineers 02

The wifi radio that contains this Audio Log is lying on a stack of pallets at the end of the alley next to the shipping container that conceals the elevator ride to the Bunker.

Blume Engineers 03

This wifi radio is on top of a stack of shipping containers past the locked gate on the south end of Abbot Island, where you can't see it from ground level. Use the hackable cargo crane to carry yourself across the gap, then cross the gap through the open container and turn around to find the radio.

Blume Engineers 04

On the northwest side of Abbot Island, on the water, look for a wi-fi radio inside one of the homeless men's cardboard boxes.

Blume Engineers 05

On the north side of Abbot Island, follow the old train track into an alley full of debris between two warehouses. The wifi radio you want's on the north side. A slight complication is that you have to come around from the south end of the alley to circumvent an impassable fence, but that's easy to do once you have the run of the island.

Blume Engineers 06

On the south end of the island that contains the Bunker, look for a boombox lying on the ground between the rows of shipping containers.

DAMIEN BRENKS (9)

As mentioned, six of Damien's nine Audio Logs are found by hacking hideouts and completing ctOS breaches.

Damien Brenks 03

At the Racine Restoration shipyard, during "Breakable Things", look for a PDA inside the garage below Racine's office.

Damien Brenks 08*

During "Dressed in Peels," after you break out of your cell, head up to the office on the third floor of the prison cellblock and hack a phone on the desk to find this log.

Damien Brenks 09

When you infiltrate Blume's campus in Pawnee during "The Future Is in Blume", look inside the cafeteria. A PDA on the table in one of the booths contains this log.

IRAQ (8)

Iraq 01

During "Jury-Rigged", when you unlock the ctOS tower outside the Rossi-Fremont housing development, you'll find an old smartphone in the same room as the tower, directly across from the door.

Iraq 02

There are several large bundles of white PVC pipe in the northeast corner of the Rossi-Fremont housing development in the Wards. One of them has an abandoned smartphone lying on top of it, which you can hack to receive this Audio Log. You can pick this up during "Jury-Rigged" in Act II, but the area is heavily guarded and covered by snipers during that mission. It's easier to stop by when you're on your own time.

Iraq 03*

After you hack the first router in "Grandma's Bulldog", you'll notice a smartphone sitting on a counter in the lobby of the Rossi-Fremont building, next to a couple of assault rifles. Hack it to get Iraq 03.

Iraq 04*

This smartphone is easy to miss. After you move through the arcade during "Grandma's Bulldog," you'll end up in a storage room. The phone is on the ground in the corner next to an amorous couple.

Iraq 05*

Shortly after you find Iraq 04, you'll hack another router and end up using a camera that's mounted on the wall in an elevator shaft. Iraq 05 can be found on a notebook computer in the next room.

Iraq 06

There's a bar in the Wards called the Unicorn Dragon Pub, where one of the drinking games takes place. You'll also visit this bar as part of the "Planting a Bug" mission. Whenever you stop by, hack the PDA on the bar to receive this Audio Log.

Iraq 07*

During "By Any Means Necessary" in Act III, you can find this audio log inside a PDA in a wrecked apartment. If you hear Iraq saying "The problem with the world today…" on the PA system, you're in the right room.

Iraq 08*

Again, during "By Any Means Necessary," you'll find this inside another wrecked apartment. The apartment in question is at the base of the elevator shaft that leads up to the drug-packing room. (Another audio cue here is Iraq saying "You gonna get lost in here forever…")

LUCKY QUINN (8)

As with Damien, half of Lucky's Audio Logs are found in hideouts and ctOS breaches. The other half are found as follows.

Lucky Quinn 01*

After you speak with Poppy during "A Risky Bid" and have to escape from the auction house, look for this Audio Log at the bottom of the stairs that lead down from the office.

Lucky Quinn 02*

When you enter the auction house at the start of "A Risky Bid," as you're walking down the hall take a detour into the film studio on the left side of the hallway. There's an open laptop in a room to your right, near a bank of monitors, that contains this Audio Log.

Lucky Quinn 07*

While you're eavesdropping on Lucky's conversation with Donovan Rushmore during "No Turning Back", hack the camera behind Rushmore and use it to look into the closed meeting room. You'll have to revisit the same room shortly thereafter anyway, but it saves time if you collect the Audio Log during Lucky and Rushmore's conversation.

Lucky Quinn 08*

When you reach Lucky's office during "No Turning Back," scan the laptop on the table in the locked meeting room next to his desk.

MALCOLM DEODATO (8)

You never actually meet Malcolm, but his experiences as an employee of Blume provide a window into the inner workings of the company, and into the purpose of the ctOS. If you miss one of his logs, they always show up in numerical order regardless of the order in which they're discovered.

Malcolm Deodato 01

When you infiltrate the ctOS offices during "Open Your World", look for an abandoned smartphone on one of the planters in the lobby, right around the corner from your entry point.

Malcolm Deodato 02

This Audio Log is inside a phone in the same room as the access point on the second floor of the ctOS offices during "Open Your World," although it's easy to miss if you're using a guard's camera feed to get in. It's much easier to get the Audio Log if you jump to the camera on the wall first, although it may take a second trip around the guard's patrol route.

Malcolm Deodato 04*

After you acquire the prison roster in "Dressed in Peels", turn around and hack the phone on the desk behind you.

Malcolm Deodato 05*

Right after you regain your equipment in "Dressed in Peels," you enter a deserted corridor. As you hack the switch to open the door to the prison exterior, check the desk behind you for a smartphone that contains this Audio Log.

Caution

This area cannot be revisited after you leave. Make sure you collect both logs (03 and 04) before exiting.

Malcolm Deodato 06

In the abandoned ctOS station in Pawnee during "Hope Is a Sad Thing", when you manage to get into the northern half of the underground tunnel, head to the end of the corridor before you blow open the chain-link door. Here you'll find Malcolm's laptop and phone, both of which can be hacked for information.

Malcolm Deodato 07

You can find this Audio Log inside a security office on the second floor of the Blume campus in Pawnee. You have to go to the office anyway during "The Future Is in Blume".

Malcolm Deodato 08

Scan the PDA that's sitting on the front desk of the Merlaut Hotel in the Mad Mile.

Malcolm Deodato 03

On the exterior balcony of the Gorman Heights apartment building in the Loop, look on one of the couches near the fire pit. You climb up here to meet Jordi during "Not the Pizza Guy."

MAURICE VEGA (8)

You get the first of Maurice's eight Audio Logs automatically when you hack Maurice's phone at the start of the game. The rest are obtained by completing the "Burner Phones" investigation. You receive the Audio Logs in numerical order regardless of which specific phone you pick up first.

SERIAL KILLER (6)

You can find these Audio Logs during the course of the "Missing Persons" investigation. Each of the wrapped corpses strewn throughout the city has a PDA somewhere nearby, which you can hack to receive the corresponding Audio Log.

You receive the Serial Killer's Audio Logs in numeric order, independently of which missing person you happen to find first.

WEAPON CRATES (7)

Seven of the ten weapon crates have a wifi radio nearby that can be hacked to obtain an Audio Log. As with Maurice Vega and the Serial Killer, you receive the undercover Audio Logs in numeric order, independently of which weapon crate you reach first.

G1GGL3Z (8) and DEDSEC (8)

As you complete the "QR Codes" side investigation, one of your rewards is a series of Audio Logs from both the hacker "G1ggl3z" and his "friends" at DedSec. You receive G1gg13z's Audio Logs from the first eight puzzles you solve and some propaganda broadcasts from DedSec for the rest.

REWARDS

Collect 4 Audio Logs: D12 (Weapon)

Collect 10 Audio Logs: XP Bonus (500)

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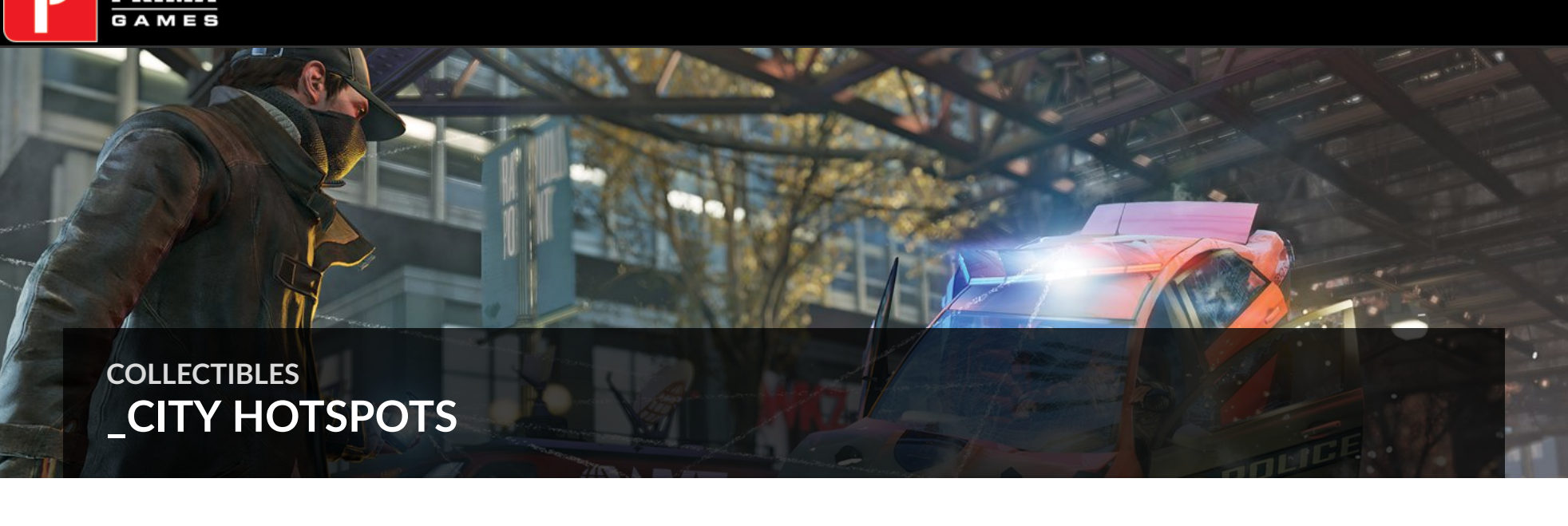

COLLECTIBLES

_CITY HOTSPOTS

City Hotspots OVERVIEW

Access your smartphone's menu. One of the options is the City Hotspots App. This useful device allows you to complete the following:

- Check in at city hotspots
- Access history and information about the city
- Leave gifts for other players and earn badges
- Become the mayor of a specific location

In this chapter, we reveal the locations of all 100 city hotspots, along with the interactions you can complete at every one of them. For illustrative purposes, we've chosen the wonderful French Baroque Ambrose Theater in the northern part of the Loop.

Note

In this instance, the word "hotspot" refers to a landmark located in one of the five districts of Chicago. This word can also refer to the data you hack while accessing a ctOS security router. These are distinctly different and unrelated terms.

Checking In

As you move around Chicago and check your map (providing you've uncovered the areas by accessing the ctOS control centers and towers), you'll notice small check-mark icons. These indicate city hotspots. Marks that are filled in indicate locations that you've previously visited. You can plot a GPS course to any of them. Adjacent locations within your smartphone's radius are also shown, whether you've found them or not.

When you approach a city hotspot, look for this square plaque, which allows you to check in. Your smartphone app launches at this point.

App Tiles

Select the City Hotspots App and you're greeted with this screen, which shows you how many places you've visited (check-ins) and how many badges you've earned. The 30 nearest hotspots to your current location are also listed (which you can separate into lists of those that you have or have not visited), along with icons showing the distance, whether you've checked in, and the available gifts.

History and Information

When you access a city hotspot or bring up and select a previously visited city hotspot, a submenu appears, giving you details of the location:

- The name of the location and how many times you've checked in
- A history of the location and other pertinent information
- Who the "mayor" of the location is
- Whether gifts have been left by you or are available for you

Leaving Gifts and Earning Badges

The act of leaving or receiving gifts shouldn't be overlooked; a small prize given to a friendly rival or some badly needed equipment is always gratefully received. The gifts that you can provide or receive include:

- Ammunition for any type of weapon
- Items useful for crafting
- Cold hard cash

You're also able to earn a variety of badges here (H). These are awarded in much the same way as trophies or achievements and are specifically related to city hotspots. These include badges for:

- Checking in at a specific number of hotspots
- Checking in with a specific total in mind (such as 200 times)
- Checking in at a specific type of hotspot (tall buildings, hotels)
- Checking in within time limits (checking in at two separate locations within a specific time frame)
- Checking in under certain conditions (e.g., a blackout, when it's raining, or at night)
- Checking in on a certain day (e.g., July 4)
- Checking in with friends (at the same time, or within seconds of each other, or multiple friends)

Note

Badges are straightforward but optional. This doesn't affect the Progression reward on your Tech Tree, which simply requires that you visit all 100 city hotspots in Chicago.

Becoming Mayor

This is a simple matter of choosing a location and visiting it more times than anyone else over the course of a seven-day period. This may sound simple, but perhaps one of your (real-world) rivals is attempting to do the same at this location! You can view the locations where your friends are mayors by accessing the particular tile in the app.

Why become mayor? Aside from pride, it's because there are badges to claim! Figure out which friends you can work with (and who can leave you to become mayor) and whom you can mess with to stop their plans!

Note

Note that you're not able to simply stop here, check in, exit the app, then check in again. There's a small time delay between check-ins to stop you from instantly becoming the mayor of this location.

Pawnee // City Hotspots

Total: 12

City Hotspot 01 / Pawnee // Green Hook Tackle Shop

City Hotspot 02 / Pawnee // Abandoned Station

City Hotspot 03 / Pawnee // Blume

City Hotspot 04 / Pawnee // Junkyard

City Hotspot 05 / Pawnee // Pawnee Dam

City Hotspot 06 / Pawnee // Pawnee Mill

City Hotspot 07 / Pawnee // Vyvyn K. Turner Bridge

City Hotspot 08 / Pawnee // Bernai Island

Caution

At the start of the game, Bernai Island hosts a ctOS tower and as such is surrounded by paranoid and hostile Blume security guards. Idle players on a hotspot tour beware.

City Hotspot 09 / Pawnee // Bridge Construction

City Hotspot 10 / Pawnee // Crazy Moose Inn

City Hotspot 11 / Pawnee // Pawnee Trailer Park

City Hotspot 12 / Pawnee // The Pawnee Murder House

Parker Square // City Hotspots

Total: 8

City Hotspot 13 / Parker Square // Botanical Gardens

City Hotspot 14 / Parker Square // St. Joseph Cemetery

City Hotspot 15 / Parker Square // Farris Halstead Library

City Hotspot 16 / Parker Square // May Stadium

City Hotspot 17 / Parker Square // Phoebus Theater

City Hotspot 18 / Parker Square // Parker Square Marina

City Hotspot 19 / Parker Square // Owl Motel

City Hotspot 20 / Parker Square // Piper Gate

The Wards // City Hotspots

Total: 14

City Hotspot 21 / The Wards // Deadman's Corner

City Hotspot 22 / The Wards // The Murder Market

City Hotspot 23 / The Wards // Shotgun Man

City Hotspot 24 / The Wards // John A. Walsh Public School

City Hotspot 25 / The Wards // Stockyards

City Hotspot 26 / The Wards // Big Jim Colosimo's Cafe

City Hotspot 27 / The Wards // Burned Down Factory

City Hotspot 28 / The Wards // V Alley

City Hotspot 29 / The Wards // Murder Castle

City Hotspot 30 / The Wards // Home of Lloyd Pinkerton

City Hotspot 31 / The Wards // Rossi-Fremont

City Hotspot 32 / The Wards // Hawthorne Hotel

City Hotspot 33 / The Wards // Aiello's Bakery

City Hotspot 34 / The Wards // Hit on Johnny Torrio

Brandon Docks // City Hotspots

Total: 6

City Hotspot 35 / Brandon Docks // The Chicago Yacht Club

City Hotspot 36 / Brandon Docks // Cermak Bridge

City Hotspot 37 / Brandon Docks // Four Deuces

City Hotspot 38 / Brandon Docks // Lakeshore Water Refinery

City Hotspot 39 / Brandon Docks // Windy City Shipyards

City Hotspot 40 / Brandon Docks // Sienna Brick Factory

The Loop // City Hotspots

Total: 37

City Hotspot 41 / The Loop // Ambrose Theatre

City Hotspot 42 / The Loop // Tremont House Hotel

City Hotspot 43 / The Loop // 35 East Wacker Drive

City Hotspot 44 / The Loop // Abraham Lincoln Statue

City Hotspot 45 / The Loop // City Hall

City Hotspot 46 / The Loop // Haymarket Square Riot

City Hotspot 47 / The Loop // Lombardo Murder

City Hotspot 48 / The Loop // Desplaines Street Police Station

City Hotspot 49 / The Loop // St. Jude Police League

City Hotspot 50 / The Loop // Carding Center

City Hotspot 51 / The Loop // Cree Theater

City Hotspot 52 / The Loop // Vault Tower

City Hotspot 53 / The Loop // Chicago Commerce Building

City Hotspot 54 / The Loop // Miller's Rail Bar

City Hotspot 55 / The Loop // Randolph Street Subway Terminal

City Hotspot 56 / The Loop // Chicago Arts & Sciences Center

City Hotspot 57 / The Loop // Forever Sculpture

City Hotspot 58 / The Loop // Bram Steffan Pavilion

City Hotspot 59 / The Loop // Face Fountain

City Hotspot 60 / The Loop // Secret Six

City Hotspot 61 / The Loop // Saffard Memorial Fountain

City Hotspot 62 / The Loop // South Tech University

City Hotspot 63 / The Loop // Lexington Hotel

City Hotspot 64 / The Loop // Palin Correctional Center

City Hotspot 65 / The Loop // Seventh Federal Bank

City Hotspot 66 / The Loop // WKZ-TV Center

City Hotspot 67 / The Loop // Raven Building

Tip

If you're having a hard time finding the Raven Building, it may be because the icon for the Gang Hideout No Parking is on top of it.

City Hotspot 68 / The Loop // Willis Tower

City Hotspot 69 / The Loop // Bootlegging Factory

City Hotspot 70 / The Loop // Ocean Tower

City Hotspot 71 / The Loop // Chicago Eastland Disaster

City Hotspot 72 / The Loop // Aon Center

City Hotspot 73 / The Loop // The Fort Dearborn Massacre

City Hotspot 74 / The Loop // Bloody Maxwell Police Station

City Hotspot 75 / The Loop // Meadowmoore Dairies

City Hotspot 76 / The Loop // City Marina

City Hotspot 77 / The Loop // Windy City Lighthouse

Note

The lighthouse is only technically in the Loop and can be found well off its east coast, outside the district's border on the map.

Mad Mile // City Hotspots

Total: 23

City Hotspot 78 / Mad Mile // Triomphe Tower

City Hotspot 79 / Mad Mile // Crowley Building

City Hotspot 80 / Mad Mile // The Sands

City Hotspot 81 / Mad Mile // Chicago World News Tower

City Hotspot 82 / Mad Mile // WKZ-TV Tower

City Hotspot 83 / Mad Mile // 2nd Regiment Armory

City Hotspot 84 / Mad Mile // Lipstick Killer—Brown Crime Scene

City Hotspot 85 / Mad Mile // Lipstick Killer—Ross Crime Scene

City Hotspot 86 / Mad Mile // Lipstick Killer—Degnan Crime Scene

City Hotspot 87 / Mad Mile // Navy Pier Building

City Hotspot 88 / Mad Mile // Sheridan Wave Club

City Hotspot 89 / Mad Mile // Home of Samuel "Nails" Morton

City Hotspot 90 / Mad Mile // O'Banion's Flower Shop

City Hotspot 91 / Mad Mile // Water Tower

City Hotspot 92 / Mad Mile // Saga Theater

City Hotspot 93 / Mad Mile // John Hancock Center

City Hotspot 94 / Mad Mile // Commonwealth Hotel

City Hotspot 95 / Mad Mile // Birthplace of the Chicago South Club

City Hotspot 96 / Mad Mile // St. Valentine's Day Massacre

City Hotspot 97 / Mad Mile // St. Valentine's Day Massacre Lookout

City Hotspot 98 / Mad Mile // Hanson Park

City Hotspot 99 / Mad Mile // The Sausage Vat Murder

City Hotspot 100 / Mad Mile // Seaside Restaurant

REWARDS

Visit 100 Hotspots: Geolocated (Achievement)

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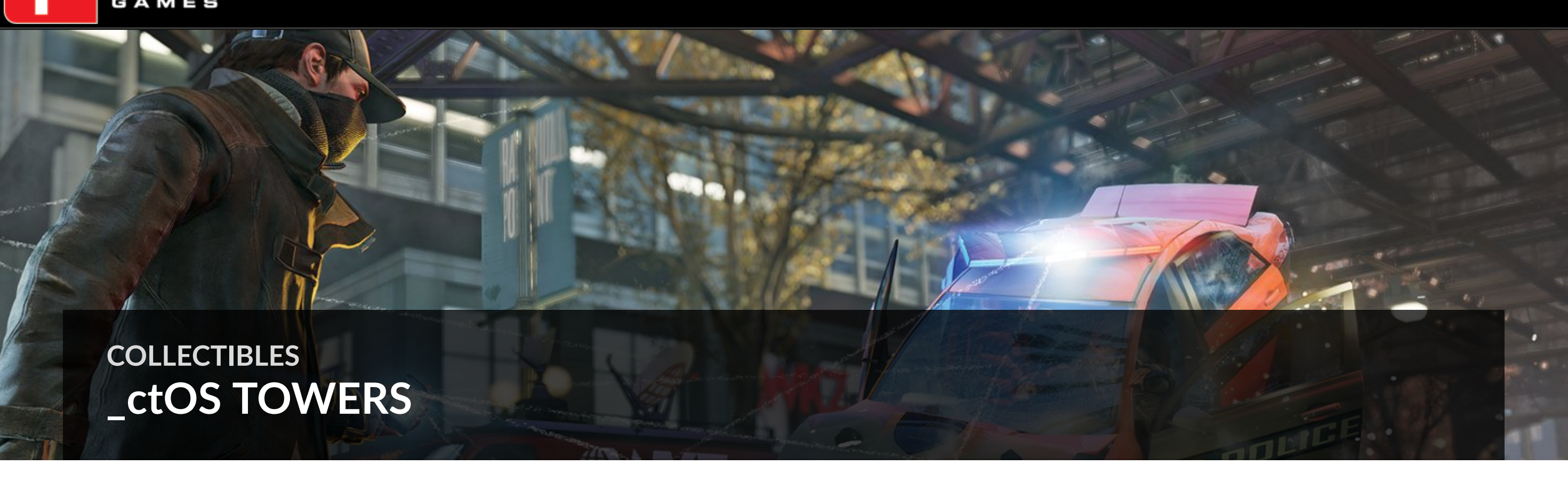

COLLECTIBLES

_ctOS TOWERS

ctOS Towers Overview

When you're exploring Chicago, it helps to uncover as much information from your in-game map as possible. While opening ctOS control centers reveals each district of the map, it doesn't show all of the points of interest (POI). For that to happen, you need to find additional ctOS towers, both on your map and on the ground, that are active within each district. The following information reveals the location of each of the 13 towers and how to install a back door to access the more detailed information the maps then reveal (hideouts and collectibles):

Available ctOS Towers

District	Tower Name	When First Available
Pawnee*	Pawnee District Tower*	During Act III // 1. Hope is a Sad Thing
Parker Square	01 / Hill Park	After Act I // 1: Bottom of the Eighth
Parker Square	02 / Pequino Village	After Act I // 1: Bottom of the Eighth
The Wards	03 / Woodpark West	After the Wards ctOS control center
The Wards	04 / Rossi-Fremont Tower	After the Wards ctOS control center
The Wards*	N/A / Rossi-Fremont Tenements Tower*	During Act II // 6: Jury-Rigged
Brandon Docks	05 / Calumet Market Tower	After Brandon Docks ctOS control center
Brandon Docks	06 / Des Monts Canal Tower	After Brandon Docks ctOS control center
Brandon Docks	07 / Lake Shore Tower	After Brandon Docks ctOS control center
The Loop	08 / South Side Campus Tower	After Act I // 3: Backstage Pass
The Loop	09 / Theater Square Tower	After Act I // 3: Backstage Pass
The Loop	10 / Riverside Tower	After Act I // 3: Backstage Pass
Mad Mile	11 / Franklin Tower	After Mad Mile ctOS control center
Mad Mile	12 / River East Tower	After Mad Mile ctOS control center
Mad Mile	13 / Gold Coast Tower	After Mad Mile ctOS control center

* This ctOS tower is unlocked as part of the main missions and does not count toward the ctOS tower total.

Tip

When attempting to locate the door hacks and other switches, keep your smartphone out and profiling to see the data flow you need to trace and other pertinent information.

REWARDS (Per ctOS TOWER ACCESS)

New collectibles available

New Investigation clues available

New Hideout available

Gained XP: +250

MISSION REWARDS (Unlocks)

Complete 1 ctOS Tower Unlock: SMG-11 (Weapon)

Complete 5 ctOS Tower UnlockS: Amargosa turbo (vehicle)

Complete 13 ctOS Tower UnlockS: Clear Signals (Achievement)

ctOS TOWER 01 / PARKER SQUARE // HILL PARK TOWER

Difficulty:

Run up to the hilltop substation, locate the security door, and follow the data flow around to a fence you can't climb but a camera you can hack.

Peer over and lower the crates on the forklift, revealing a camera above the control point. Use the camera to spot the unlock box switch.

Head through the now-open gate, climb the ladder to the opposite corner of the substation where the control point is, drop down, and unlock this ctOS tower.

ctOS TOWER 02 / PARKER SQUARE // PEQUINO VILLAGE TOWER

Difficulty:

Move into the back alley and yard area, summon a forklift, and climb the drywall pallet it is holding. Use parkour to climb onto the lower rooftops.

Cross the metal balcony, summon a scissor lift, and cross it. Climb the air-conditioner units to the roof with the tower. At the locked gate, locate the camera on the tower.

Hack the camera and pan it to the right to see the data flow and unlock box switch connected to the gate. Hack the switch, push the gate open, and unlock this ctOS tower.

ctOS TOWER 03 / THE WARDS // WOODPARK WEST TOWER

Difficulty:

Head under the L-train tracks to the mesh fenced area, push open the unlocked gate, and go up the metal steps. Climb the ladder to the raised rail line. The gate to the tower is locked.

The data flow disappears over the rooftop; use the tower camera and a second one to locate the unlock switch behind some pallets. Watch for trains. Run to the rusting train platform and climb to the top.

Aim at the canister on the rooftop you can't reach. This explodes, revealing the switch to hack and opening the gate to the tower. Head there and unlock the ctOS tower.

ctOS TOWER 04 / THE WARDS // ROSSI-FREMONT TOWER

Difficulty:

Locate the light gray corrugated metal building and summon the scissor lift. Climb onto and ascend, climbing some pallets to reach a locked gate and data flow.

Hack the camera on the tower, pan it to follow the flow to a second camera with an unlock switch, and hack that switch. The first gate opens. Head through, turn right, and hop over an AC unit.

This allows you to spot a second switch, which unlocks the gate to the tower. Run past the first gate, around the balcony to the right, up a ladder, and to the tower. Unlock it.

ctOS TOWER 05 / BRANDON DOCKS // CALUMET MARKET TOWER

Difficulty:

Head around to the brick factory and corrugated metal security hut, and look up at the camera above the construction lift. Pan the camera to see a second camera across the grass. Access it.

This allows you to see the box switch inside the security hut and unlock it. Push open the hut door and step out into a small outer fenced area.

Leap the fence to the courtyard with the lift. Summon the lift and rise to the edge of the brick building roof. Run around the edge to the ctOS gate and then to the tower to unlock it.

ctOS TOWER 06 / BRANDON DOCKS // DES MONTS CANAL TOWER

Difficulty:

Run to the rail unloading station, and find the camera on the nearby silo. This allows access to a camera inside the roof area of the station and tower room, which unlocks the gate to reach here.

Use the same camera on the silo to access a second camera, attached to the exterior of the station roof. Pan it right to unlock another gate at a switch box also on the station roof.

Run across the yard to a scissor lift. Climb up, turn right, and cross a small metal bridge to the first gate. Run to the security door and second gate, leading into the roof room with the tower to unlock.

ctOS TOWER 07 / BRANDON DOCKS // LAKE SHORE TOWER

Difficulty:

After using the cameras to scan the lay of the land, hack the stacking crane and drop the carrier to ground level. Follow the data flow back from the tower area to a small hut near a parked car.

Unlock the data flow at the switch on the hut. Then get into the car (or any vehicle short enough to fit), and drive it onto the open container held by the stacking crane. Then hack the crane to move the container up.

Keep your car to the rear of the container. Then drive at speed, launching off the carrier, through the fence. Land on the otherwise-inaccessible roof. Open the gate and use the ladder to reach the tower to unlock.

ctOS TOWER 08 / THE LOOP // SOUTH SIDE CAMPUS TOWER

Difficulty:

Head down the alley to the scissor lift or AC unit, and use either to reach a low roof. Climb up and over the fence, and run up the nearby stairs. Turn left at the junction box and head up to a higher roof area.

From this roof area, connect to the camera behind you. View the tower area and unlock the door switch within this fenced space. Then pan left to access a second camera below.

This has a view of the other unlock box. Hack that, then drop down and head through the ctOS gate. Climb left and push open the tower gate to reach the tower to unlock.

ctOS TOWER 09 / THE LOOP // THEATER SQUARE TOWER

Difficulty:

In the alley, use the scissor lift near the pallet steps to reach a low roof. Look at the tower, then right to the camera on the nearby building corner. View the unlock switch by panning to the right.

Unlock this switch box, then cycle through the available cameras until you reach this one, which offers a view of the billboard and the second unlock switch box. Hack that.

You can now move through the ctOS gate, turn right, and run across the bridge through the second gate. Climb the AC units to the roof with the tower to unlock.

ctOS TOWER 10 / THE LOOP // RIVERSIDE TOWER

Difficulty:

Find the alley with the swing stage, but don't get on it yet; it leads to a locked gate. Instead, use the ladder near the pallet steps, move to the right, up the metal walkway and stairs, and access a camera.

Cycle through the three cameras here until you see the switch box behind the tower, hiding behind a brick wall. Hack the box to unlock the gate.

Continue along the walkway and climb the ladder and AC units to reach the gravel roof and ctOS gate. Push it open and run to the ctOS tower to unlock it. Descend back using the swing stage.

ctOS TOWER 11 / MAD MILE // FRANKLIN TOWER

Difficulty:

This location is mostly inaccessible from the street. But stand by the pointed security fence, accessing the camera to scan over the tower area and unlock the switch box in one corner.

Locate a boat and approach this ctOS building by water, mooring at the jetty below the structure. Get out and push open the ctOS gate you unlocked, then climb the steps.

Run west, following the locked data flow around the corner to a ladder and up to a gravel roof and AC ducts with a switch box. This opens the adjacent gate, leading down to the tower to unlock.

ctOS TOWER 12 / MAD MILE // RIVER EAST TOWER

Difficulty:

Head into this apartment complex to the park in the middle of the area. Locate this switch box at ground level, either on foot or by using a camera overlooking it. Unlock this box.

Follow the data flow to the south, locating the scissor lift around the corner to the right. Ride it to the balcony ladder and up to the ctOS gate. Head through the gate to the curved glass roof.

Turn and find the switch box behind you. Unlock it and climb over the AC fan unit and two mesh fences between the roof structure. Cross a glass roof to reach the solar array and the ctOS tower to unlock.

ctOS TOWER 13 / MAD MILE // GOLD COAST TOWER

Difficulty:

Enter the parking lot and climb the stairwell until you reach the area overlooking the tower. Climb to the top. Drop down to the roof of the connecting concrete walkway.

There is an "intrude" box near the AC duct, but it isn't functional; run right, following the data flow counterclockwise around to this switch box and unlock it.

Return to the intrusion box near the tower and hack into a server room. Move to a laptop camera that looks at the second switch box to unlock. Then climb to reach the adjacent tower to unlock.

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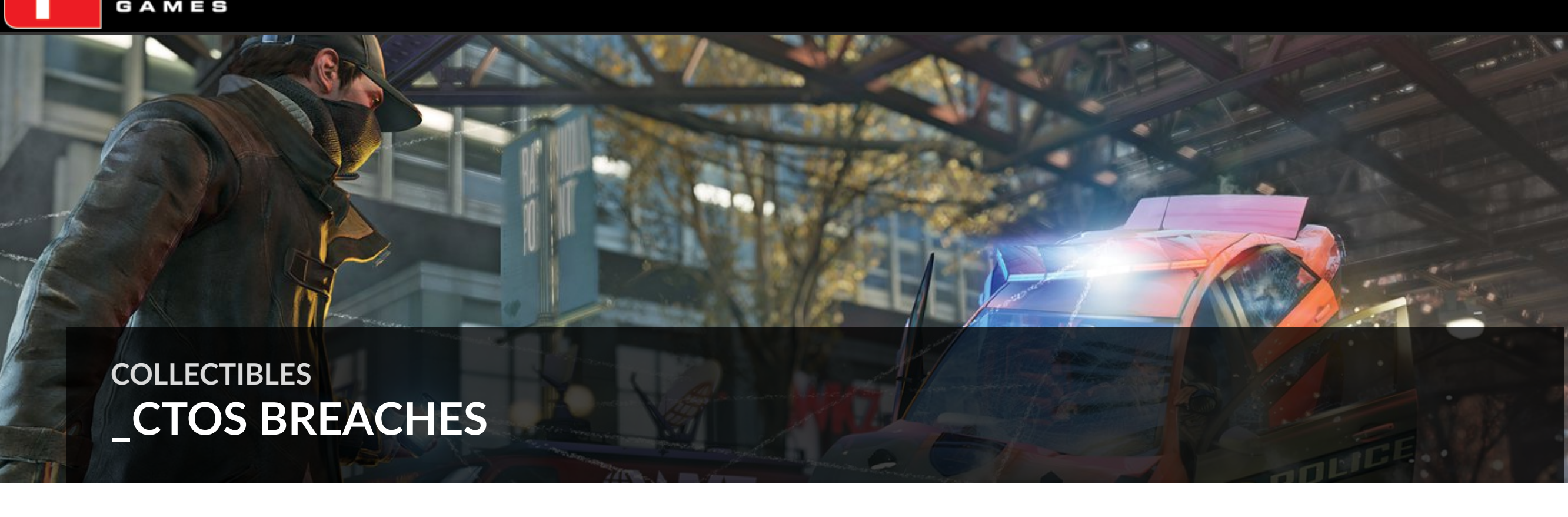

COLLECTIBLES

_CTOS BREACHES

CtOS Breaches Overview

OBJECTIVES

- Break into the ctOS towers
- Find and hack the necessary ctOS nodes
- Collect information on strange audio signals

When you gain access to the ctOS towers, several of them have one or two corresponding ctOS breaches. A breach is a cluster of utility boxes that represents a security hole in the network, but when you try to exploit a breach, the system will detect your attempts at infiltration and act to shut your hack down. This means you must find each box in a cluster within a few minutes to complete your hack, or security will close the window and you'll be returned to square one.

PREPARATION

When you hack the first box in a breach, the ctOS automatically detects Aiden's intrusion, giving you a short amount of time to reach and hack the remaining boxes in order to complete your investigation.

This requires you to move quickly through the surrounding neighborhood, using your equipment, parkour abilities, and problem-solving skills to find and access each box in turn. It never hurts to scout out the area ahead of time, and several breaches require you to use explosives to destroy inconvenient debris. Bring a loaded grenade launcher, but be ready to avoid the police if you have to. A silenced weapon is also useful to avoid drawing any more police attention than necessary.

As with other hacks, you do not have to be physically close to a given box to successfully hack it. You can and often must do so at range or via a security camera. You can hack any ctOS box as long as Aiden is about 20 meters away from it and has a clear line of sight.

There are 16 breaches in total found throughout five of the six districts in the city. Each breach that you successfully exploit is worth 250 XP and unlocks an Audio Log, which you can listen to via your smartphone at any time.

ctOS Breach by location

ctOS Breach 01 / Parker Square // St. Joseph Cemetery

Time Limit: 2:30

The biggest time sink on this run is simply reaching the other side of the small lake, and going all the way around will cost you seconds you can't spare. From the first box, turn around and swim northwest.

The westernmost of the remaining four boxes is attached to the side of a gazebo. Hack it and turn east, hitting the rest of the boxes while moving at a full sprint. None of the boxes are hidden, but if you lose too much time going across the lake, you won't be able to hit all four before the clock runs out.

ctOS Breach 02 / Parker Square // Parker Square Marina

Time Limit: 5:00

To reach the first box in the breach, go behind the Fresh Table Dining restaurant next door and use a parked car as a stepping stone to climb onto its roof. From there, you can hack the box, which is sitting on top of the apartment building.

Hop back to ground level and run east across the street. Use the pile of pallets behind the fence to reach the second box, then grab any nearby car and drive north to the marina. The third box is on the wall at the end of the easternmost dock, so hop the fence and hack it from the shoreline.

The fourth box is to the northwest, on the roof of a store. Use the construction gangplanks on its northern wall to climb up, then blow up the propane tank. Hack the box, then drop down and go just a bit farther north. You can use the security camera above the fifth box to hack it.

ctOS Breach 03 / Parker Square // Owl Motel

Time Limit: 3:00

This breach has a short clock, but the real issue is that you have to fire a few shots in a highly populated area, so you may have to dodge the cops while you find and hack the last few boxes. Keep some jam coms at the ready.

After you hack the first box in the breach, sprint north, jump the fence, and head down the sidewalk. The second box is inside a small fenced-in enclosure in someone's backyard. You can blow up the pallet blocking it with a couple of gunshots to the nearby propane tanks. Do so, hack the box, and then hack the third box on the roof of the next house over.

The fourth box isn't hard to find, but you did just commit arson, so the cops may be arriving right about now. Destroy the pallet blocking the box with a grenade and hack it, then use the security camera above the fifth box to view and hack it. Now you get to escape from the police.

ctOS Breach 04 / Parker Square // Train Yard

Time Limit: 4:00

The first box is attached to the top of a crossing gate. Hack it, then sprint east and climb the construction gangplank to hack the box at its top. Drop back to ground level and head south; the next box is hidden from view by a stack of concrete bricks, and you can only hack it if you're standing on top of them.

Run around the fence and climb the short building to reach the storage yard. The next box can be hacked via the camera across the alley from it. Finally, to get to the last box, use the camera on the building on the opposite side of the street from it.

ctOS Breach 05 / The Wards // Metropole Hotel

Time Limit: 3:30

You can hack the first box from the ground, despite how tall the building is. Pivot 180 degrees and go north. When you reach the base of the next box's building, turn around and hack the camera behind you, to the right of the large For Lease sign. Turn the camera feed to the right until you're in hack range on the second box, which should be visible through the leaves on the nearby tree.

Hack it, then turn the feed left and hack the camera above the graffiti mural. That camera can, in turn, be used to hack the camera that's on the wall above the third box.

Back out of the cameras and run north towards the last two boxes, cutting through the basketball court. Hack the camera below the fourth box to discover that it's pointing at a second, higher camera on the adjacent building. Hack that and you'll be looking at the fourth box. Take care of it.

The fifth box is tricky, as it's on the exterior balcony of a third-floor apartment that faces the street. To hack it, use your profiler or one of the building's cameras to sweep the other side of the street. The camera you're looking for is above a parking lot, and once you hack it, you can see and access the fifth box.

ctOS Breach 06 / Brandon Docks // Umani Technologies Inc.

Time Limit: 4:00

Steal a truck and use it to reach the first building's exterior stairwell and the first box. Tag it, then hop the railing and turn left upon landing. Hustle north and run up the stairs attached to the side of the building. Follow them to their top, hang a right, and run north until you find the second box, which is concealed by a stack of debris and a propane tank. Shoot the propane tank so you can clear your line of sight, then hack the box. (They build these things pretty tough, don't they?)

Go back downstairs to ground level and keep moving north along the river's west side. The third box is behind a locked fence, but you can hack the nearby forklift and raise its load to achieve a clear line of sight.

The fourth box is overhead at the top of a construction gangplank and is hidden from sight by a stack of wooden pallets. Use the forklift to climb onto the nearby construction scaffolding. Shoot the propane tank to clear a line of sight, then use the nearby security camera on the corner of the next building to get eyes on the box. Hack it, then immediately turn around, hop the fence, and drop into the river. The fifth and final box in this breach is across the water and underneath the bridge.

ctOS Breach 07 / Brandon Docks // Radio Tower

Time Limit: 4:30

After the first hack, run west and jump onto the lift on the alley's left side. Raise it to reach the roof, then jog north and hack the box remotely once you're within range.

Drop off the roof and head east, toward the white tower, and look for the lift on your right. Get onto it and it to get some height, then access the security camera that's just visible on the roof of the building to the north. You can hack the third box via the camera's feed.

Get off the lift and run north once again. The last two nodes are in the same general area. When you see the billboard advertising "Chicago's Best Latte," stop and hack the security camera on that building's northwest corner. It gives you a clean line of sight to hack the fourth box.

Abandon that camera's feed and run west through the alley. Turn north and look for the security camera anchored on the underside of the overhead walkway. Hack into its feed and pivot it as far left as it'll go in order to get eyes on the fifth and final box.

ctOS Breach 08 / Brandon Docks // Umeni Technologies Shipyard

Time Limit: 5:10

From the first box, run west to get around the fence and turn north. Use the tall scissor lift next to the corner of the building to reach and access the second box. Shoot the propane tanks if you can't get a clear line of sight. Ride the lift back down, get off, and head east into the parking lot.

Cross under the overhang, then turn around and look up to spot a camera you can hack. It's pointed right at the third box. Hack it, then go back north. On your right, above you next to the Umeni Technologies logo on the wall, there's another security camera.

Take control of it and pan it to the right to find the fourth box, then use it to hack the camera attached to the nearby billboard. It's pointed at the final box.

ctOS Breach 09 / Brandon Docks // Empty Office Space

Time Limit: 4:30

To access the first box, either use the camera on the lightpost to the west of the lift, or you can take the lift up to access it directly; then ride it back down and head south into the shipyard. The second box is visible nearby; use the cargo crate that's in the shipping elevator as an improvised lift to get within hack range of it.

The third box is hidden among the stack of cargo containers south of the nearby road. Move to that stack's west side to find one that you can climb, then cross it to the open container and drop down to find the empty crate that contains the box.

Once you've climbed back out from the stack of cargo containers, cross the road going north and use the cameras on the lampposts in the lumber yard to hack the fourth and fifth boxes.

ctOS Breach 10 // Brandon Docks / L-Train Rhodes

Time Limit: 5:00

You need to keep one eye on the train schedule to reach the first box, which you can only hack if you're standing directly on the elevated train tracks. After you hack it, double back along the elevated tracks to the L-train's Rhodes station, hop the fence on its west end, and use the stairwell's roof to reach the station's roof. From there you can see and hack the box that's on the roof to the north.

Use the same stairwell to get back down to the street and open the gate. If you sprint northeast, you'll spot a staircase that leads up into the filtration plant. Ignore it for now and use the nearby scissor lift to reach and hack the third box on the adjacent rooftop.

With that done, go back to the stairs, climb them, and hop the chain-link fence to the northeast. Turn right at the Thyla Pharmaceuticals building and run east, looking for stairs on your left. Just before you reach them, there's a camera on a lamppost that you can use to access a camera on the side of a nearby building, which you can then pan left to view and hack the fourth box.

Finally, climb those stairs and keep following the walkway around in the general direction of the fifth box's icon on your HUD. Eventually you'll gain enough height to be able to hack the fifth box.

ctOS Breach 11 / The Loop // South Tech University

Time Limit: 4:30

The four boxes are scattered across a kilometer of waterfront, and you have only 4 minutes 30 seconds to reach them all. If you're having problems, it may be worth bringing a motorcycle with you. Run southwest from your starting point, hop the fences to get down closer to the water level, and hack the second box.

Sprint east along the boardwalk, hang a left to go up the stairs, and head east through the park. The third box is on the side of the building with Greek columns, and you can hack it from the street.

The fourth box is relatively close by, on one of the bridge's support columns. Hack it, then vault the rail and drop into the water. Steal a boat from the dock, otherwise you'll need to swim south along the bridge for about 200 meters before you can reach the fifth box, which is on another bridge support.

Caution

If you have unlocked the ability to hack transformers, be careful when hacking the third ctOS box, as it's very easy to cause an explosion by mistake.

ctOS Breach 12 / The Loop // Willis Tower

Time Limit: 3:30

The second box is right across the street from the first, to the west on the side of a building. Hack it, then cross the street, going north, and run through the covered alley. Before you emerge back out onto the street, hack the security camera on the building to your right, above the glass awning, and pan upward until you can see the third box.

The last two boxes are just to the east of the third. Cross the street and enter the alley to the north. Activate your profiler and look for the security camera on the wall of the building to the south, behind the filtration unit. Use it to view and hack the fourth box.

Back out of the camera view and keep heading down the alley until you reemerge onto the street. Turn left, keep moving down the sidewalk, and duck into the parking garage on-ramp. The fifth and final box is in that garage on the side of a support pillar.

ctOS Breach 13 / The Loop // Eastern Waterfront

Time Limit: 3:30

You have to cover a lot of ground on this run. After you hack the first box, sprint 90 meters northeast to find the second box, which is next to one of the access tunnel entrances below a transformer.

The next closest box is about 200 meters north of the second, which requires you to run straight along the waterfront; ; this is another breach where it may pay off to bring a motorcycle. The box is on the wall next to a newsstand.

There's a bridge nearby, connecting the waterfront with a nearby pier. The fourth box is on the underside on the waterfront end. Jump the railing and hack the box, then take a long swim east to the rocks. The fifth box is on the side of one of the signal towers.

ctOS Breach 14 / Mad Mile // Lipstick Killer—Ross Crime Scene

Time Limit: 5:00

The first box is on the roof of a very tall building, and you'll need to use a scissor lift and a convenient swing stage to reach it; the latter is hanging well overhead and is one of the few hackable objects of its kind in the entire game. From the first box, use the nearby platforms to drop down to the lift and ride it to street level. Run east toward the second box's location on your HUD.

When you get about 30 meters from the second box, stop and look to your right to find a security camera. Hack its feed and use it to hack the second box, which is obscured by the ornamental foliage on the face of the building to the north.

Run north again. The third box is on the west wall of a covered alley, near a charming ad that reads "F**K YOU." Hack it from your phone without breaking stride.

The fourth box is on the wall in an office lobby and can be reached very easily just from the street. Finally, the fifth box is on the exterior wall of a the building across the street from the fourth box. You can access it from street level.

ctOS Breach 15 / Mad Mile // Hanson Park

Time Limit: 4:00

This breach isn't particularly difficult, but you do have to be fast on your feet. You may need a couple of practice runs to get the route straight in your head, and it's easier if you try this breach during the day. At night, the glass walkways are harder to see.

After the first box, turn east and hack the second box from across the street. Run to the north, hopping railings and using the skybridges between rooftops, and look for the third box underneath a staircase. To reach it, vault the railing to get back down to the street, then climb to it using the garden and ladder beneath it.

The fourth box is a few rooftops to the west of the third, and you may have seen the fifth before now, as it's locked behind one of the doors you had to open to gain access to this neighborhood's ctOS tower.

Use the scissor lift and balcony at street level to get back to the fifth box's rooftop, then use a nearby security camera to find the lock for the nearest door. Release it, then go through the door, vault the fence behind the cooling units, and hack the final box.

ctOS Breach 16 / Mad Mile // Unknown

Time Limit: 4:30

The first box is intimidatingly far away from the other four, but if you know what you're doing, this can be one of the fastest breach runs. From the first box, get back down to the street and run northwest. The second box is on the side of an apartment building. Use the security camera on the building on the street's east side to view and hack the box.

The third box is on the wall in an alley behind the second box's building, to the north. Hack it from the sidewalk and keep moving north, to the parking lot of the Proviblue Bank. Hack the lift to lower it, ride it to the roof, and use the red ladder on the side of the building's roof access to reach the enclosure that contains the fourth box. If you're careful, you can get a clean line of sight to the fourth box by standing close enough to the roof's edge and changing your camera angle.

The fifth and final box is at ground level, behind a stack of cardboard boxes. It may save a bit of time to run around the building and hack the fifth box while you're waiting for the scissor lift in front of the bank to retract.

MISSION REWARDS

Complete 16 Breaches: System Mangler (Achievement)

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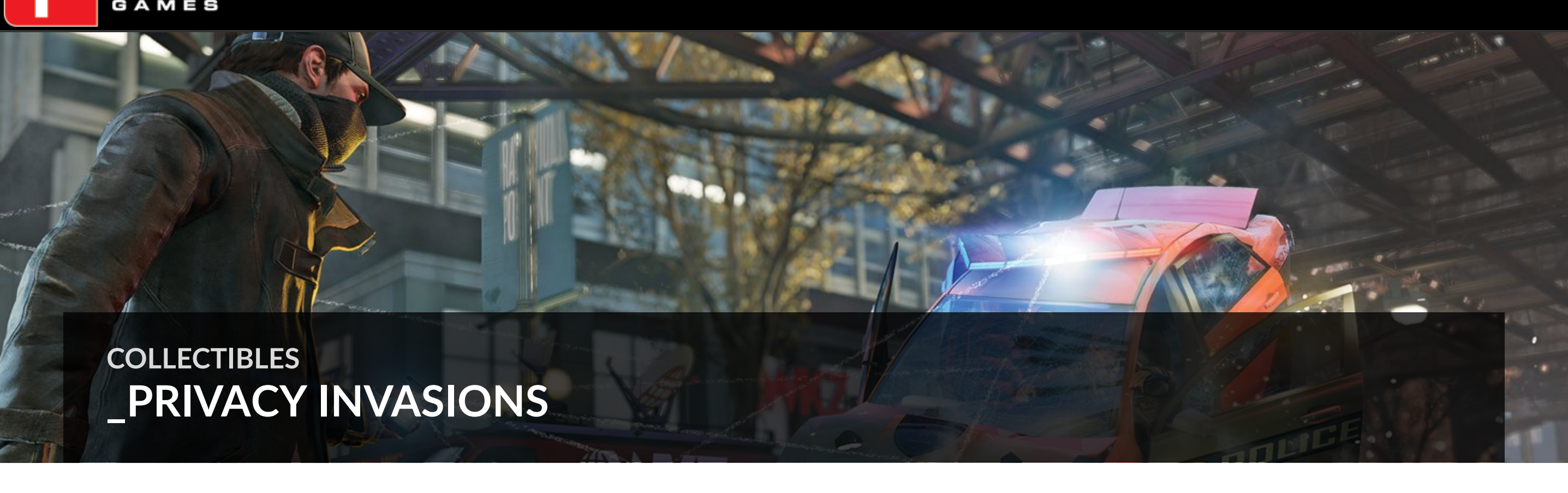

COLLECTIBLES

_PRIVACY INVASIONS

OVERVIEW: THE END OF SECRETS

In a privacy invasion, you intrude into a stranger's home network through an unsecured router. This allows you to get some quick cash, earn XP, and get a brief glimpse into what's happening in someone else's life. If you happen across a vulnerable router, you can carry out a privacy invasion at any time, but they're difficult to spot if you don't already know where they are. Privacy invasions are highlighted on your map when you capture ctOS towers. Complete all of them once Act I / 3. Backstage Pass has been completed.

Note

To invade someone's privacy, you'll either need to find nearby ctOS switches and hack them or go directly through a router's firewall by solving a nodal hotspot puzzle.

A successful invasion allows you to take control of a camera inside a nearby building. You can watch each privacy invasion for up to 60 seconds before you're permanently forced out of the network. It's handy to pay attention to the information from your profiler when you're watching an invasion, as the biographical data from the ctOS facial-recognition software often gives you another layer of context for what you're seeing. A 10-second timer starts at the end of each invasion so you know how much time you have left.

You usually have the option to steal some money (usually $700–$2,200, but occasionally up to $5,000) by hacking a smartphone or tablet computer that's found somewhere in the room you're watching. You may need to change to a different camera feed before it's visible. You must withdraw the money from an ATM before it's available for you to spend, just as with bank accounts hacked from citizens of interest. You also receive 200 XP for a successful privacy invasion, whether you take the money or not.

Tip

As privacy invasions don't require anything other than your basic abilities, they can all be successfully completed early in the game, and are an excellent way to collect XP and cash during Act I.

Note

There are no privacy invasions set in Pawnee (people know how to secure their routers in Pawnee).

PRIVACY INVASIONS / PARKER SQUARE (5)

01 // Near the Church: Neighborhood Homes

The two ctOS boxes linked to this router are attached to two other houses in the neighborhood. One is next door, but the other is half a block to the southeast, where it's attached to the wall on the second floor of a duplex. If you can't see it at first, back away from the house until your profiler locks onto the box.

02 // Behind Thyla Pharmaceuticals, North of May Stadium

Head just north of May Stadium. The first ctOS box to hack is at ground level, behind an iron fence. The second is on top of the nearby garage behind a short wooden wall; you can hack it from the street if you stand in the right spot (or the camera on the opposite wall). You can also destroy the fence, but in this neighborhood, someone will probably call the police.

03 // Liquor Store Parking Lot, South of Phoebus Theater

You only have to hack one ctOS box to get access to this router (on the "Chicago Garage" building), but getting to the box takes a bit of time. Jog around the fence behind you to the stairs, then steal a van or truck and use it to climb up onto the pizzeria rooftop where the box is located. Or, hack it remotely by accessing the camera on the front of the pizzeria to glimpse the box hidden behind the sign.

04 // Behind "Pilipina Classic," Near a Digital Trip Vendor

Go up the metal stairs behind the "Pilipina Classic" stone building and hack the router there.

Solution: Hotspot

05 // Vacant Store, Near Cash Run and Shipping Crate Garage

Both the ctOS boxes are wired onto the rooftops of nearby buildings, so you'll need to use the security cameras to hack them. The nearest camera is just out of range for the first box you can see, but there's a camera on the wall by that box that you can access and use for the first hack. Once that's unlocked, use any of the nearby cameras to unlock the second.

PRIVACY INVASIONS / The Wards (5)

06 // Apartment Complex, Southwest of Malinski Station

One ctOS box is at ground level in a doorway on the other side of the building, and the other is on a third-floor exterior balcony that's just around the corner from you when you spot the router. You can speed up the process by hacking the nearby security cameras.

07 // Old Brownstone, Southwest Wards, Near Ruined Strip Mall

You'll end up running all over the neighborhood to hack these ctOS boxes. The nearby network of cameras is handy for tracking the boxes down, but it's difficult to hack them without physically going where they're located. They aren't hard to find, especially if you use your profiler to follow the data stream from the router to the boxes.

08 // Housing Complex, Four Y-Shaped Apartment Blocks

Locate the router at the base of the second block, west of the burned down factory.

Solution: Hotspot

09 // Apartment Complex, Central Wards, Near ctOS Center

Hack the first ctOS box by leapfrogging between several cameras in the area, until you can see it in its position on a rooftop west of the router. The second box is easier to reach; either hit it from the same cameras, or simply go stand on the stack of pallets to the south, across from the white metal hut.

10 // Decaying Apartment Complex, East of Rossi-Fremont

This looks a lot more complicated than it is; find the camera pointing across to the third switch on the roof to the southwest, and work back from that.

PRIVACY INVASIONS / BRANDON DOCKS (2)

11 // Umeni Technologies Branch Office, Near QR Code

The first ctOS box is accessible on the opposite side of the chimney stack building; locate the yard with the pipe stacks of different sizes and hack the brick balcony. Run up the pipe steps to the area behind the Umeni Technologies billboard and locate the second box on the low roof; or you can reach it with your phone if you're standing on the west side of the building, near the chain-link fence.

12 // Metal Warehouse, Near Parkfield Train Station

Locate the router on the northwestern corner of the warehouse, close to the L-Train tracks.

Solution: Hotspot

PRIVACY INVASIONS / The LOOP (10)

13 // The Island, Northern Tip

Find the router on the north side of the large brick apartment building.

Solution: Hotspot

14 // The Island, Hotel and Spa (East Riverside)

Stay on the island and find the large stone hotel overlooking the river.

Solution: Hotspot

15 // Connelly Square and Willis Tower, Near Cash Run

It can be tough to find this router even when you know it's there. It's attached to the wall in a narrow gap between the walls of Connelly Square and Willis Tower.

Solution: Hotspot

16 // City Hall, Northwest Loop Near L-Train Junction

This is on the northern wall inside the main foyer of City Hall.

Solution: Hotspot

17 // Shipping Dock Alley, Under QR Code, South of Ambrose Theater

Neither of the ctOS boxes connected to this router are particularly well-hidden (one is at the end of the south alley, and the other is on the low roof in the middle), but you can use the overhead camera at the end of the alley, before it turns left, to save yourself time.

18 // Alleyway Behind Mama Reyn Restaurant, Near Quincy Station

Find the router northeast of Quincy Station, then head down the alley and turn left to find the first ctOS box, which is by the trash bins under the "Chicago Garage" brickwork sign. You probably noticed the second on your way there, which is near a propane tank. The router itself is near a low-positioned camera.

19 // Behind Pawn Shop, Central Loop

Simply locate the router in the corner of an L-shaped alley behind the Pawn Shop.

Solution: Hotspot

20 // Platform Office, South Loop Near Palin Correctional Facility

The nearby cameras will help you trace the signal, but you can't hack it remotely. You should have the Gates & Garages skill to open the door to the parking garage and access the first ctOS box; you can hit the second and third on your way back to the router. Both are on the wall next to the stairs as you head back up.

21 // South of Bloody Maxwell Police Station, South Loop

Head east from Hollenkamp Station, and find the router south of the Police Station.

Solution: Hotspot

22 // Art Gallery, In Millennium Park, Eastern Loop

Find the Art Gallery building south of the open-air theater to the north.

Solution: Hotspot

PRIVACY INVASIONS / MAD MILE (8)

23 // Franklin Street, Northwest of Ryborn Station, West Mad Mile

Face the router, then turn left and go down the street until you're facing a noodle shop. Turn left again, hack the security camera on the corner of the Gym Center, and pan left. You probably won't be able to see the box, but you can still use the camera feed to hack the first ctOS box, which is on the wall on a nearby exterior balcony. Now you can cut the feed and hack the second box, which is at ground level next to the ATM.

24 // Behind The Gas Station Billboard, West of Circle Fountain

Find the gas station to the west and below the circle fountain plaza area, then climb behind the billboard.

Solution: Hotspot

25 // "Rendezvous" Store, Above South Traffic Tunnels Entrance

Both of the ctOS boxes linked to this router are below you, in the underground tunnel. You can hop the nearby railing to get down there quickly, but you'll take some damage when you land and there's no quick way back up to the router (take the nearby stairs and circle the block). Or, check the camera on the router building as you emerge from the tunnel, and use that to hack the router.

26 // Bank Building Corner, South of Deavers Station

Head up the steps to the corner of the building with the ATM, just south of the station.

Solution: Hotspot

27 // John Hancock Center, North Mad Mile

Run under this massive skyscraper, through the pedestrian tunnel, to the router.

Solution: Hotspot

28 // Foyer By Chicago World News Tower, South Mad Mile

Find the ornate stone skyscraper's entrance and locate the router near the statue and planter.

Solution: Hotspot

29 // Cafe Plaza and Car Dealership, Northeast Mad Mile

The first of the two ctOS boxes connected to this router is on a car dealership's exterior wall at ground level, behind one of the blue sculptures; it's out of camera range. On your way back to the router, check the plaza and use one of the overhead cameras to access the box on the balcony above you.

30 // Office Gardens, Skyscraper West of ctOS Center

Use the scissor lift on the building's southeast corner to get up to the gardens at the base of the skyscraper.

Solution: Hotspot

REWARDS (PER MISSION)

200 XP
CASH (VARIES; OPTIONAL)

REWARDS (UNLOCKS)

Complete 1 Privacy Invasion: Vespid 5.2 (Vehicle)
Complete 5 Privacy Invasions: Sunrim (Vehicle)
Complete all 30 Privacy Invasions: Peephole (Achievement)

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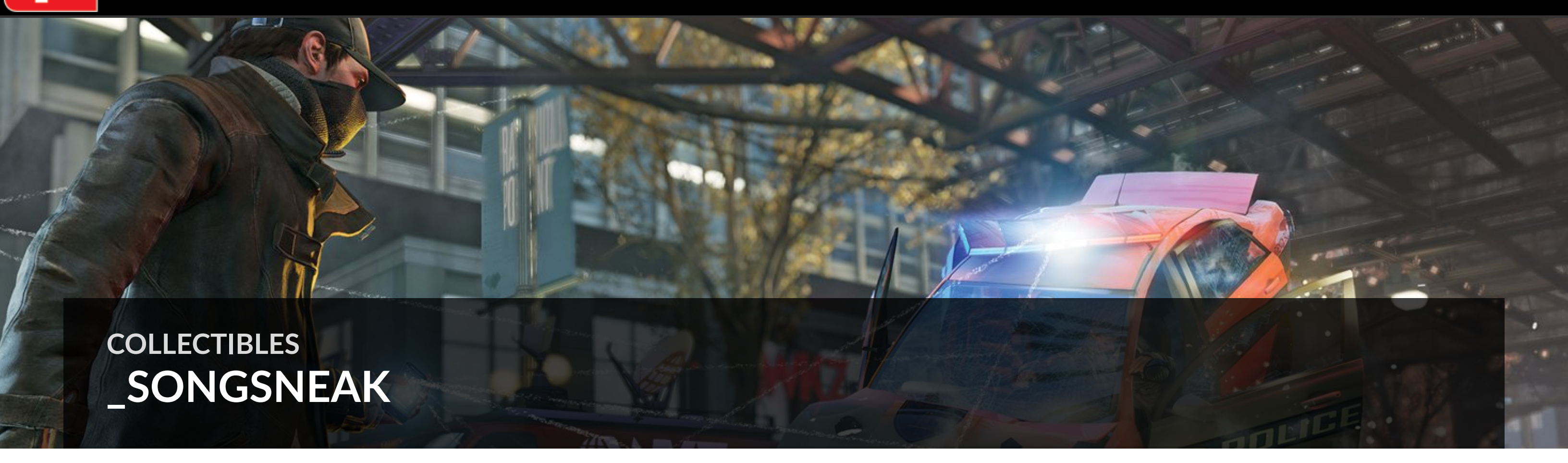

COLLECTIBLES

_SONGSNEAK

OVERVIEW

In between neutralizing targets and driving around Chicago like a lunatic, there's time to relax and listen to some music. The music you have available comes courtesy of your Media App, but adding songs to that app takes a bit of hacking, courtesy of a second Tile App called SongSneak. Here's how it works:

Start the SongSneak App, and it detects nearby music in your environment and automatically adds it to your Media App playlist when you access it. The Media App then gives you expanded information:

- **Musician Bios:**Past history and biographies of the band selected.
- **Edit Playlist:**Check or uncheck the songs you've acquired through SongSneak when playing music as you go.

Here is how SongSneak works: Whenever you physically hear a music track in the environment, start this app, and the tune is saved to your Media App. You can hear music in the following ways:

Stand anywhere near a speaker inside any business, such as a coffee shop.

Be in a vehicle with the radio playing (assuming the Autoplay option is on in your Options menu).

Hack (random) citizens' phones and listen to tracks.

Complete a specific mission during the main mission (but you are automatically given the music track, and SongSneak isn't necessary to be turned on).

Be within 25 meters of the song, and open SongSneak to snag it and add it to your collection. Try all the ways of collecting songs, as certain songs appear only during one of these methods.

Tip

If you're trying to collect songs using SongSneak, don't have your Media App on; you can't find songs if you're already listening to those you've found!

MUSIC // TRACK LIST

The full music playlist to collect is as follows:

ARTIST	SONG
2 Chainz ft. Pharrell	Feds Are Watching
Alice Cooper	Dangerous Tonight
Alkaline Trio	Private Eye
Bryan Doherty Band	Cluj Napoca*
Califone	Funeral Singers*
Champion Tech	Raydar
Chicago	Wake Up Sunshine*
Curtis Mayfield	Move On Up
Danko Jones	Never Again*
Danny Chaimson & The 11th Hour	Cold Night in Chicago
Dr.Manhattan	Big Chomper, Big Chomper
Drew Gress	Bright Idea*
EchoDroids	Satellite
Elmore James and His Broomdusters	Blues Before Sunrise
Flatfoot 56	Winter in Chicago
Gemini Club	Sparklers
Gods of Fashion	Acrobot
Henhouse Prowlers	Simplify*
Howlin' Wolf	Howlin' for My Darlin'
Iggy & the Stooges	Gimme Danger (remix)
Jamie Lono	My My My*
JC Brooks & the Uptown Sound	Awake
JDP	Where the Sidewalk Ends*
Johnny Fiasco	Conduction (Santiago & Bushido Remix)*
Julia Klee	Talk*
Kid Kudi	Day 'N' Nite
Kidz in the Hall	Break It down
Kidz in the Hall	Out to Lunch Ft the Kid Daytona*
Lil' Ed and the Blues Imperials	Kick Me to the Curb
Lil' Ed and the Blues Imperials	You Burnt Me*
Longshot	Day by Day
Madina Lake	Going Down High*
Matt Ulery	Scott Free
MGK	Invincible
Mickey	Dance*
Mike Golden & Friends	No Number
Ministry	Jesus Built My Hot Rod*
muGz featuring SRH	Blvck and White*
Naked Raygun	Soldier's Requiem
Nas	One Mic
On An On	Panic
Paul Cary	Yes Machine
Pet Lions	When I Grow Old
Public Enemy	I Shall Not Be Moved
Rise Against	Help Is on the Way
Screeching Weasel	My Brain Hurts
Smashing Pumpkins	My Love Is Winter
Spitalfield	Stolen From Some Great Writer
Square Pusher	Dark Steering*
Summer Girlfriends	Lost Boys*
The Audition	Ms. Crumby*
The Cool Kids	Gas Station (ft. Bun B)
The Lawrence Arms	Devil's Taking Names
The Record Low	The Bottom*
The Right Now	He Used to Be
The Vindictives	Alarm Clocks*
The Vindictives	Invisible Man
Tortoise	High Class Slim Came Floatin' In*
Treologic	Old Lock It Down
Vampire Weekend	Diane Young
Vanattica	Confidential Liar
Victorian Halls	So Ambitious (GDM Remix)
Weezer	The Good Life
Wu-Tang Clan	C.R.E.A.M.

*This song is awarded after a successful use of the SongSneak App.

REWARDS (Per songsneak unlock)

Song (available in your media app)

REWARDS (Unlocks)

Unlock every song with the songsneak app: Disk space full (Achievement)

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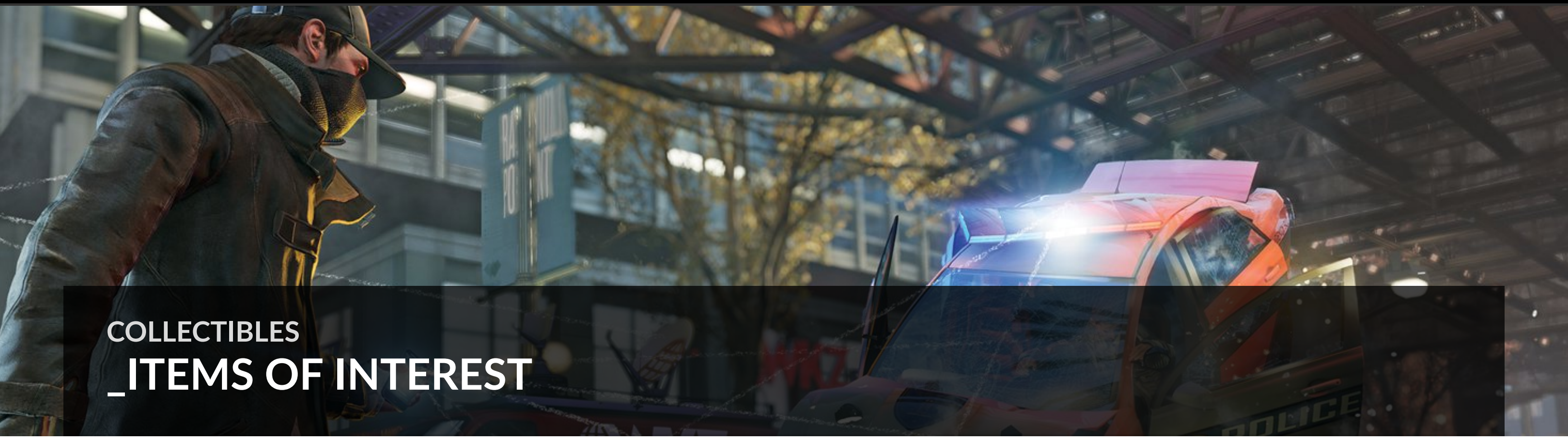

COLLECTIBLES

_ITEMS OF INTEREST

OVERVIEW

There are many clandestine operators with unknown proclivities who may seek to benefit or improve your standing as your investigations continue to yield results. As you progress, your smartphone may intermittently indicate the location of an “item of interest.”

If you uncovered all six Chicago districts by infiltrating all of the ctOS control centers, and if you uncovered more map knowledge by activating all 13 of the ctOS towers, then expect to see an uptick in the frequency of obtaining items of interest.

Note

Items of interest do not show up on your Progression Tree. They are listed here as an additional asset you should be aware of.

WHAT’S IN THE BAG?

Items of interest occur in one of two different ways:

A citizen of Chicago has communications regarding a suspicious delivery. Hack him or her.

They randomly appear on your world map.

Once either of these events occur, ctOS sends out an alert. Eventually, the police arrive and confiscate the bag, but as long as you act immediately, you have enough time to plot a course to it when prompted. Look for the icon on your main map. The item in question is always a nondescript bag (usually a paper or bowling bag). It is located in one of 93 locations across Chicago but always appears randomly.

Journey to the location of the map icon, and search the vicinity for a bag just like the one shown here. Inside, you’ll usually find a set of valuables; cold, hard cash; a crafting component; or a crafting tool. If the item doesn’t benefit you immediately (e.g., you receive random jewelry), take it to a pawnshop to sell.

Note

To complete this as soon as possible, always look out for an item of interest appearing and retrieve it promptly, so a subsequent item appears as quickly as possible.

It’s worth finding these items, as they’re usually found in strange or interesting out-of-the-way places.

REWARDS
Valuables, Cash, or Crafting Item

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ONLINE MISSIONS

_OVERVIEW

Take your hacking and infiltrations online, with a variety of missions (ranging from the clandestine to the overt) involving other human players. It seems you're not the only Fixer out there....

INTRODUCTION // PEERING OUT BEHIND THE FIREWALL

You have a variety of methods of reaching out to others or allowing rival hackers to infiltrate your game and attempt to hack you. Initially, look for the following:

/// Online Contracts and Online Sessions Apps

Select these tile apps from your smartphone. The Online Contracts App brings up a world map showing the six different online contracts that are available. Assuming you've completed enough of the main missions to access them, you're able to find online missions quickly and easily from this screen. You can also access this screen by bringing up your world map and entering the Online Missions view; use this to reach the Online Contracts App more quickly than via your smartphone menu.

The Online Sessions App shows your online statistics and how they appear to others:

- **A portrait (Your console gamer picture).**
- **Your online handle.**
- **Online Hacking Defense:**How well you defend against hackers. This is useful to view in your rivals' stats, as it shows how easily an online hacking mission can be against them; the trickier the hack, the more Notoriety points you can gain.
- **Notoriety Points:**How many points you've accrued after finishing online contracts (missions). Any skills you've unlocked along the way are shown here too.
- **Notoriety Skills:**The skills you've unlocked and more information on them.
- **UPlay Profile:**UPlay information, stats on your performance, and your console gamer card.
- **Other Information:** Whether you currently have an active Bounty, and a list of players connected to your session (when you're in an online contract).

/// Act I / 3: Backstage Pass Completion

Complete this mission and unlock the ctOS control center in the Loop. The grid map is revealed, showing multiplayer contracts.

/// Act I / 4: Interlude: Hacking Contract Completion

Complete this interlude, which is an introduction to online hacking, and learn how to react when you're a victim of online hacking by the Fixer 2xTheTap. Instructions are then given on accessing the Online Contacts App and how to invade someone.

/// Online Mission Opportunities

When you're between missions after Act I / 4, you are able to do the following:

Profiling and Hacking Civilians: Profile a civilian and note the information they have regarding other Fixer activity. Hack them to see a text conversation, after which you're asked whether you wish to join an online contract like a Hacking, a Tailing, or a Race.

/// Online Mission Prompt: When there are people playing online, and empty slots are available in their contracts, the game's matchmaking system searches for available players, such as yourself (you need to be between missions), and sends you a prompt asking whether you wish to play. The prompts can be any of the following:

Joining an ongoing online mission with empty slots that are available (Races and Decryption).

An online Tailing or online Hacking opportunity that is the result of a civilian's hack.

A direct invitation from a companion player to play a ctOS Mobile mission.

Note

There are also some loading screen tips that talk about the MP modes, which you can read for additional hints.

/// Rewards

As with the rest of the game, in all online missions, when you perform what's known as "Meaningful Actions" (see Appendices), you gain XP. You also receive XP in Hacking, Tailing, and ctOS Mobile missions based on your result. Playing online is a great way to earn XP, level up, and unlock new skills.

In addition, certain online missions (Hacking, Tailing, Decryption, and Races) grant you Progression Rewards (weapons, vehicles, loadouts, and achievements) when you successfully complete a certain number of these missions. Consult the end of each of the appropriate chapters to find out exactly what the rewards are.

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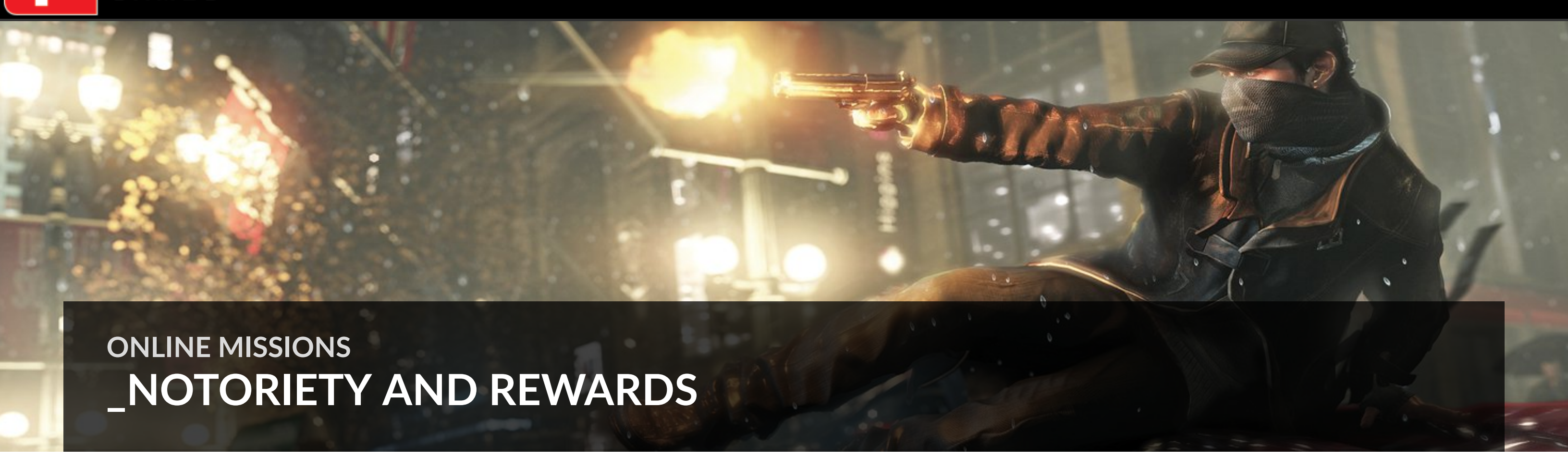

ONLINE MISSIONS

_NOTORIETY AND REWARDS

Notoriety is a fluctuating points system with a set of six skills. You earn Notoriety in a variety of ways, but unlike skills and experience, you can lose Notoriety as well as gain it.

Tip

The fastest way to earn Notoriety is by completing missions against players who have higher Notoriety than you and have a bounty on them. This can also be the riskiest plan, because failure results in you losing Notoriety.

Quitting online missions always results in a bigger Notoriety loss than trying and failing. Do not give up!

You begin with 0 Notoriety, and this total cannot go lower, even after multiple losses.

_NOTORIETY SKILLS

SIX SKILLS // 12,500 NOTORIETY POINTS REQUIRED

Notoriety skills are extremely important, as reaching a points threshold unlocks a new Notoriety skill and equips it automatically (you don't "expend points" to obtain it). These skills, where applicable, apply to both single-player and multiplayer gameplay, so it's well worth raising your Notoriety to help you in every part of your adventure.

Caution

Beware! If your Notoriety points drop below the points threshold of a skill, that skill is removed until you gain the points back again!

Notoriety Skill Name	POINTS THRESHOLD TO ACQUIRE
Anti-Vehicle Rounds	500
Nitro Boost	2,000
Jam Coms Boost	5,000
Precision Scanning	7,500
Contract Bonus	10,000
Security Footage	12,500

_ANTI-VEHICLE ROUNDS

Point Cost: 500

- **Boost gun damage to vehicles by 100%.**

This is an exceptional first skill, as it causes every weapon you own to inflict double damage on a vehicle. In many cases (and especially in Decryption contracts), shooting an enemy vehicle as it attempts to flee is of paramount importance. This essentially allows you to disable a car, or shoot an evading Fixer, with a sniper rifle in 1 to 2 shots.

_NITRO BOOST

Point THRESHOLD: 2,000

- **Increases Nitros' duration in Online Races by 25%.**

As nitros are only used in online races, this skill won't affect single-player gameplay, but it's a very useful skill to utilize during long straight parts of a course. The normal nitro lasts 5.65 seconds, and the boost takes this up to just over seven seconds; that extra time could be all you need to beat a rival to the finish line!

_JAMS COMS BOOST

Point THRESHOLD: 5,000

- **Increases the duration of Jam Coms from 20 seconds to 30 seconds.**

Jam Coms is used in hacking, decryption, ctOS Mobile, and numerous occasions during your single-player excursions, so having each blast last 50% longer than normal is an incredible help. Police scans now don't get back online for 30 seconds, which is more than enough time to escape them. Decrypting files and hacking progress can be halted for a good half-minute. This is another stellar skill to shoot for!

_PRECISION SCANNING

Point THRESHOLD: 7,500

- **Shrink the hacking search zone more at each step by 25 percent.**

The chart below summarizes exactly how much the normal and improved hacking radii are for Hacking contracts only. As you're likely to be invaded numerous times, having the ability to pinpoint a hacker more easily is always helpful, and shrinking the search area gives your foe fewer opportunities to hide from you.

Percentage of Hack Complete	Normal Radius (Meters)	Skill Radius (Meters)
0–24	80	60
25–49	60	45
50–74	45	33.75
75–100	30	22.5

_CONTRACT BONUS

Point THRESHOLD: 10,000

- **Increases the cash earned from Online and Fixer contracts by 25%.**

This applies to the following missions and contracts:

- **Side Missions**: Criminal Convoys
- **Side Missions**: Fixer Contracts
- **Side Missions**: Gang Hideouts
- **Online Missions**: Hacking
- **Online Missions**: Tailing
- **Online Missions**: Decryption
- **Online Missions**: Races
- **Online Missions**: ctOS Mobile

Consult the Economy chart in this guide's Appendix for the specific values, and add 25% to them. If you crave extra cash or want to complete as many side missions as possible, obtain this skill first to maximize your cash rewards.

_SECURITY FOOTAGE

Point THRESHOLD: 12,500

- **See a ctOS image of the fixer attacking you.**

If you're the victim of a hack or a tail, you automatically profile the invader, and see a portrait of the person in question. This allows you to ignore any citizen who doesn't have a similar look to your target, greatly quickening the time frame for spotting a potential rival.

// AVAILABLE MISSIONS

There are six different types of online missions you can undertake.

ONLINE HACKING (1 versus 1): There's a rival Fixer who has secured information you need. Hack his or her phone, install a backdoor, steal the data, and escape. But don't harm the Fixer.

ONLINE TAILING (1 versus 1): Test your stealth skills; try to spy on a rival Fixer and monitor all activities. Then escape without detection. But don't harm the Fixer.

ONLINE DECRYPTION (3–8 players) / 11 Zones: A critical file has been lost in the city, and multiple Fixers are competing to retrieve it. Download the file first by any means necessary.

ONLINE RACES (2–8 players) / 14 Courses: Compete against the fastest Fixers in Chicago. Find shortcuts, hack infrastructure, and use nitros to boost your speed.

ctOS MOBILE (1 versus 1) / 26 Missions: Challenge a ctOS Mobile player who controls Chicago PD. Race through the city while hiding from helicopters and dodging police, reaching every checkpoint before your time is up.

FREE ROAM (1–8 Players): Experience a city full of Fixers; invite friends, explore Chicago, hunt down enemy fixers.

// BOUNTY AND BLUME AGENTS

When you are hacking citizens of interest be careful to read their profile. Some members of Chicago's population have ties to the mysterious Blume corporation.

After you hack them (as they usually have a "blue" cursor), they quickly call in the hack, recognizing an illegal Fixer activity. They're usually running at this point too. This call is to Blume's omnipresent bounty system! You can elect to stop the call by:

Physically striking the phone from the Blume agent.

Shooting the Blume agent before the call is completed.

Using a Jam Coms to stop the signal.

If you neglect to complete one of these countermeasures, a bounty is placed on you!

//// Bounty Hunters

When you have a bounty, you are pushed to the top of the game's matchmaking list. This makes you very likely to be invaded (by a human player) soon after receiving the bounty. At this point, assuming you're not starting a mission, rival players from anywhere in the world can invade your game and hack you! This starts an online hacking mission. Other types of online activities do not apply to bounties:

- **"Bounty Added":** Your priority target status means you'll be offered to other players more often.

An extra bounty reward (Notoriety Points) is applied to you, so you become a more appealing target.

The bounty lasts for 15 minutes of "free roam time" (SP time between missions), or until you're invaded.

Commence a mission or investigation, and the timer pauses. You can view the timer and your Bounty status in the Online Session App.

- **"Bounty Expired":** When the timer expires, you receive this message.
- **"Bounty Defended":** If you are invaded, and defend yourself from the hack, you receive this message.

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ONLINE MISSIONS

_ONLINE HACKING

1 versus 1

OBJECTIVES (HACKING FIXER)

- Hack [named target], but do not kill
- Initiate backdoor installation
- Don't be profiled by the target
- (Optional) Evade [named target]

OBJECTIVES (TARGET)

- You are being invaded
- Find [named hacker]
- (Optional) Kill [named hacker] before he evades

1 OVERVIEW // Hacking is more than just a crime. It's a survival trait

Online hacking has an exciting and dangerous premise: The hacking Fixer (aka "hacker") chooses a victim, appears in the target's game, locates the target, observes them, and then begins to hack them. He continues until either the hack is successful or he has to break off the hack due to being spotted: acting like a ghost in the machine. Violence against the target corrupts the data and fails the mission.

The target is suddenly invaded and hacked by an unknown human enemy. They must seek out the foe immediately. Anyone could be a potential hacker! But once the foe is profiled, his or her life must end as quickly as possible: like a murder. Violence against the hacker is not only encouraged, but is also vital to your victory.

/// Online Hacking Retaliation

If you've been the victim of a hacking or tailing invasion, the perpetrator's data is stored, and you may receive a prompt to invade that person's game. The last five players who have attempted to invade your game are stored in this manner.

Note

If you want to experience a hacking contract offline, simply complete Act I / 4: Hacking Contract. The only difference here is that your human opponent, unlike 2XTheTap, won't be standing around in the open, especially if he or she reads this part of the guide!

PHASE 01 /// PREPARATION

Hacking Fixer: After launching the hacking contract, you wait for a random rival player's data to show up in the top left corner (as shown). One appears, along with the potential gain and loss of Notoriety points and your foe's expected level of hacking defense. If the potential gain associated to this foe is too low or his defense looks too strong, search again. The idea here is to maximize your notoriety gain and minimize the enemy difficulty level.

If you want to try hacking this target's data, accept the contract within 60 seconds.

Tip

A bounty icon can potentially show up with a rival target's data. This should most likely result in a good target.

Target: Here you are, minding your own business, unaware that a hacking Fixer is about to attempt to hack your personal information! However, you need to be between missions for an online hacking to occur. Is the hair on the back of your neck bristling? That might be a Fixer swooping in from the ether, ready to attempt a hack!

/// Enemy Difficulty Levels

Your ability to withstand a hacking invasion is shown on your Online Sessions App. This Defense Rating is a number between 0 and 5, and translates into a note that is visible to everyone:

Defense Score	Online Hacking Defense Rating
0–0.99	Very Easy (Worst)
1–1.99	Easy
2–2.99	Average
3–3.99	Hard
4–5	Very Hard (Best)

This rating is based on how good the target is at winning against hackers. The rating also takes in account the amount of Notoriety & XP compared to you. The more victories you accumulate, the better your defense rating becomes!

Tip

The enemy difficulty is useful for a hacker that is looking for a potential victim. Online hacking defense rating goes from very easy to very strong. It should give you a good hint of how challenging your target will be.

PHASE 02 /// INFILTRATION

Hacking Fixer: You're in! You appear in your target's world. Immediately head to the waypoint indicated on your map. You have five minutes to reach this location (use this time to scout the area, finding the best hiding spots). Access the waypoint; you have another minute to start the hack; spend this time finding several hiding places and escape routes and vehicles to steal. Then begin the hack, though the first time your opponent becomes aware of your actions is when you initiate the backdoor.

Target: You still have no idea that you're about to be invaded until Phase 3, unless you try to start a Main Mission or other activity. But as soon as Phase 3 starts, prep a Jam Coms, and if you've achieved the Security Footage Notoriety skill, a picture of the hacker appears (in Phase 3). Burn this portrait into your brain!

PHASE 03 /// INSTALLING A BACKDOOR

Hacking Fixer: Hack! You can start the backdoor at any time during the second timer countdown (one minute). At this point, an area of effect is shown on both you and your target's minimaps. It is blue on your map. The message "Installing backdoor" appears. Move directly away from the center of the scanning circle, as this is where you stood when you launched the hack and where the target usually looks first.

Target: Alert! The hack has begun! You need to find that Fixer and fast, as he or she is installing a backdoor. At this point, search area is shown on both your and the Fixer's minimaps. It is purple on your map. The message "[Fixer name] is trying to hack you" appears, along with a percentage. It's a good idea to immediately start profiling everyone within the scanning circle, starting at the middle, the Fixer's last known location.

PHASE 04 /// SEARCH AREA NARROWING!

Hacking Fixer: Continue to hack! Watch as your target gets increasingly desperate at locating your position, as you've chosen a particularly wise place to hack from. Remain stationary or maneuver to a safer location as you see fit, and the hack continues. You may be forced to move as the scanning radius shrinks, so always start the hack close to some excellent hiding opportunities. Don't leave the scanning radius if you can help it, or the hack is temporarily halted.

Target: Where is that Fixer?! Search every nook and cranny within the scanning radius. Keep an eye on the stolen data; if it stops, your foe is outside the scanning radius. You can't flee, as the hack continues, so profile constantly (especially in the shadows so you catch foes who might be hiding). Search vehicles, alleys, inside buildings, behind fences and walls; look above and below your position and gradually work from the outside of the radius in.

PHASE 05 /// EVASION OR OBLITERATION

Hacking Fixer: Continue to hack as the radius becomes ludicrously small, and you win this hacking mission. Or, if the target discovers you, take evasive, nonviolent action and flee the hacking area and the search area entirely. Escape without being shot for a partial victory, and avoid losing notoriety.

Target: When you finally halt your Fixer's hacking, it's usually to chase down the foe and deal death; don't lose this mission by letting that hack hit 100 percent! Employ every trick you can when removing the threat, which could lead to a vehicle or foot chase, or a game of deadly hide-and-seek. Bring that Fixer down, and hard, to receive the full rewards: Profiling the Fixer is a partial success. Profiling and killing the Fixer is a complete success.

Tip

If you and your Fixer are in vehicles during the evasion phase, try ramming his vehicle to destroy his vehicle and stop him. You could be surprised how efficient it is!

STATISTICAL /// EVIDENCE

Scanning Zone Radii, in Meters

The scanning zone in a hacking contract takes a certain amount of time to narrow, as the data continues to be stolen. Here's how big the radius of the scanning area is and how many seconds it takes to narrow:

It takes 15 seconds for 10% of the data to be stolen.

It takes 37.5 seconds for 25% of the data to be stolen. The search area narrows.

It takes 75 seconds for 50% of the data to be stolen. The search area narrows again.

It takes 112.5 seconds for 75% of the data to be stolen. The search area narrows once more.

It takes 150 seconds for 100% of the data to be stolen and the hacker to defeat the target.

Percentage of Hack Completed (%)	Scanning Area Radius (Normal, in Meters)	Scanning Area Radius (Skill, in meters)*
0–24%	80 meters	60 meters*
25–49%	60 meters	45 meters*
50–74%	45 meters	33.75 meters*
75–100%	30 meters	22.5 meters*

*Assumes the target has the Precision Scanning Notoriety skill unlocked.

Caution

Remember! You look like Aiden Pearce on your own screen, but you look like a citizen of Chicago on your opponent's screen. So don't start looking for a doppleganger!

NOTORIETY REWARDS

What kind of Notoriety rewards or losses should you expect from this game mode? The important points to remember are:

The scale of the potential gain or loss is based on the relative notoriety between you and your rival.

Hacking Fixer:

- **Major Gain:** Fixer has much more lower notoriety than the target.
- **Minor Gain or Loss:** Fixer and target have notoriety close to each other.
- **Major Loss:** Fixer has much more higher notoriety than the target.

Target:

- **Major Gain:** Target has much more lower notoriety than the Fixer.
- **Minor Gain or Loss:** Fixer and target have notoriety close to each other
- **Major Loss:** Target has much more higher notoriety than the Fixer.
- **Hacking Fixer and Target: Partial Success:** This gives to the players a percentage of the potential Gain or Loss based on the progression of the hacking before it was stopped.

MISSION REWARDS (HACKING FIXER)

Failure:
NO XP REWARD
Notoriety Points LOSS (Minor or Major)
PARTIAL SUCCESS (HACKING STOPPED, BUT FIXER ESCAPED):
200–800 XP (Depending on when Hacking was stopped)
Notoriety Points Gain (Minor)
Complete SUCCESS:
1,000 XP (Hack complete)
Notoriety Points Gain (Major)

MISSION REWARDS (Target)

Failure: Notoriety Points loss (Minor or Major)
PARTIAL SUCCESS (HACKING STOPPED, BUT FIXER ESCAPED): NOTORIETY POINTS GAIN (MINOR)
SUCCESS (FIXER KILLED): Notoriety Points gain (Minor or Major)

MISSION REWARDS (Unlocks)

Invade and successfully HACK 1 enemy fixer (target): OCP-11 (Weapon Wheel)
Invade and successfully HACK 5 enemy fixerS (targetS): MP-9mm (Weapon Wheel)
Invade and successfully HACK 10 enemy fixerS (targetS): Hackification (Achievement)

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ONLINE MISSIONS

_ONLINE TAILING

1 versus 1

OBJECTIVES (CHASING FIXER)

- Profile [named target], but do not kill
- Observe the target. Do not get profiled.
- (Optional) Evade [named target]

OBJECTIVES (TARGET)

- You are being invaded
- Find [named chasing Fixer]
- (Optional) Kill [named hacker] before he evades

1 OVERVIEW // THE CHASE IS ON!

Online tailing has a delightfully simple premise: The chasing Fixer appears in the target's game, locates them, profiles them, observes them until a percentage meter reaches 100%, and then leaves without being seen: like a ghost. Violence against the target fails the mission.

The target is secretly invaded by an unknown human enemy. Under normal circumstances the target will never be aware of the invasion. But if the foe is spotted, his or her life must end as quickly as possible: like a murder. Violence against the chasing Fixer is not only encouraged, but is also mandatory.

Note

Tailing uses the "0–24% radius" search area.

PHASE 01 /// INFILTRATION

Chasing Fixer: You begin by accessing either the Online Contracts world map or the Smartphone App and waiting for a rival player to tail. When one is found, wait for this purple information bar to appear and accept the contract.

Target: You are unaware that a chasing Fixer is in your world and there's a good probability you will never know that an invasion just happened. However, you must be between missions for an online tailing to occur.

PHASE 02 /// INTERCEPTION

Chasing Fixer: You're in! You immediately have a target on your minimap, and a countdown from five minutes. During this time, you need to reach the target's location (shown on your minimap). Do this quickly, but without your foe spotting you. Hide away so your profile doesn't show up on your target's smartphone.

Target: Are you sure you aren't being watched? Who's that shifty character in the shadows? Why can't you access that security camera? You still won't know you're being tailed until you try to start a new Mission or other event. Once this happens though, use the given search area to locate your opponent. Profile civilians around you, or just start blowing stuff up to cause the foe to move and reveal himself.

PHASE 03 /// OBSERVATION

Chasing Fixer: Target acquired! Without being spotted, start to profile your target. To do this, you must have a visual on your foe (whether it's in person or via remote camera). Profile, and you begin to observe the target. Continue to do this as a percentage ticks up to 100%, but don't get spotted.

Target: What was that? Is someone out of place, or a vehicle driving in a strange manner? If you see suspect behavior, don't hesitate to use your profiler so innocents show up on your smartphone (allowing you to ignore them), and continue to check around until your suspicions are confirmed! When you profile the enemy, his observation will stop. You will then need to intercept him and kill him before he evades. The good news is; if you manage to profile the Fixer, no matter if you catch him or not, you'll gain notoriety!

PHASE 04 /// EVASION OR ERADICATION

Chasing Fixer: If the target spots you, your observation objective fails. You must now evade your foe (who appears as a purple arrow on your minimap) and flee their search area (a white circle around six to eight blocks in diameter). You can't kill your foe; you must flee, without them killing you in the process.

Tip

Step 1: When the Chasing Fixer is first discovered, there is a white search radius. If the Fixer can leave this zone, skip to Step 3.

Step 2: After 40 seconds, the white zone shrinks and disappears. At this point, Step 3 begins.

Step 3: The Chasing Fixer must break the line of sight, if he can stay out of the target's view for 10 seconds, the Fixer successfully evades.

Target: Kill him! If you manage to find the Fixer before he completes his tailing, eradicate him at the earliest possible point. Use any and every method of foe disposal you know—shooting, melee strikes, vehicular manslaughter, infrastructure hacks. Take that Fixer down before he escapes!

Caution

Remember! You look like Aiden Pearce on your own screen, but you look like a citizen of Chicago on your opponent's screen. So don't start looking for a doppleganger!

3 NOTORIETY REWARDS

What kind of Notoriety rewards or losses should you expect from this game mode? The scale of the potential Gain or Loss is based on the relative notoriety of between you and your rival.

Chasing Fixer:

- **Major Gain:** Fixer has much more lower notoriety than the target.
- **Minor Gain or Loss:** Fixer and target have notoriety close to each other.
- **Major Loss:** Fixer has much more higher notoriety than the target.

Target (only if aware of the Chasing Fixer)

- **Major Gain:** Target has much more lower notoriety than the Fixer.
- **Minor Gain:** Fixer and target have notoriety close to each other.

Chasing Fixer and Target: Partial Success

This gives to the players a percentage of the potential Gain or Loss based on the progression of the observation before it was stopped.

MISSION REWARDS (CHASING FIXER)

Failure:
NO XP REWARD
Notoriety Points Loss (Minor)
Partial Success (Observation stopped but Fixer escaped): 120–480 XP (Depending on when observation was stopped)
Notoriety Points gain (Minor)
Complete SUCCESS:
1,000 XP (Full Observation and escape)
Notoriety Points GAIN (MAJOR)

MISSION REWARDS (Target*)

Failure: None
Partial success (Observation stopped but fixer escaped): NOTORIETY POINTS GAIN (MINOR)
SUCCESS: Notoriety Points GAIN (MAJOR)

MISSION REWARDS (Unlocks)

Invade and successfully observe 1 enemy fixer (target): SG-90 (Weapon Wheel)
Invade and successfully observe 5 enemy fixerS (targetS): SO Vector .45ACP (Weapon Wheel)
Invade and successfully observe 10 enemy fixerS (targetS): Piggyback (Achievement)

*If the Target is aware of the Chasing Fixer

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ONLINE MISSIONS

_HACKING AND TAILING TACTICS

TACTICAL ADVICE // OBSERVE AND RETORT

Now that you've learned the basics of these missions, it is important to figure out some particularly cunning methods of completing these hacking and tailing contracts, either as the Fixer or the target. It is fortunate that both hacking and tailing contracts have extremely similar strategic planning techniques, so you can utilize the following tactics in either game mode. Here's what you should think about doing to aid in your planning:

HACKING AND CHASING FIXER TACTICS // OBFUSCATION AND CONFUSION

Find a spot aboveground and away from the middle of the scanning radius (in Hacking).

Multiple exits? A getaway car? Infrastructure hacks to slow down your foe? Then start tailing or hacking!

Crafted Items // Blackout: If you're hiding and need to evade, execute a Blackout. This is obviously more helpful at night, as it reduces your visibility and allows you to pass closer to your target without them noticing you.

Hacking // Security Cameras: An excellent tactic is to find a suitably cunning hiding spot, then hack into the security cameras and observe the target remotely; this is safer and causes more confusion, but the foe can tell which cameras are being used—hack those farther away from your location, on the edge of your reach, to help prevent the target from finding you.

Hacking // Infrastructure Cracks I: Remember, you fail if you use violence on your target, but that doesn't mean you can't try some explosions away from your target's reach. Why not remotely detonate a transformer using a camera? Or activate a scissor lift in an alley, but don't ride it up or down. Remember these are all distractions; not offensive tactics!

Hacking // Infrastructure Cracks II: Similarly, a steam pipe detonation ruins your target's perception of the action and panics civilians, allowing you to slip away or continue to observe during the confusion.

Hacking // Infrastructure Cracks III: Don't forget to try "odd" hacks, too, like moving a bridge on its own so your foe heads to it. Meanwhile, you should be far away from the bridge but still within observable distance of your foe.

Hacking // Riding the L-Train: A rather cunning plan is to stop an L-train so your foe heads into it, looking for you. Try to stay hidden (on the roof or the other side of the train). Then reactivate the train when your target is inside, trapping him in there while you continue to observe!

Take to the ocean; there's no place to hide, but you can't be shot or ambushed if you're quick!

The ultimate humiliation; bring your Fixer foe down with a melee strike!

Stealth // Cat and Mouse I: Although risky, being extremely close to a foe is also a great (if brazen) way to win; pretend to be a citizen while walking directly behind the target who's looking everywhere except in front of their face!

Stealth // Cat and Mouse II: Another scary proposition is to observe your foe at close quarters, such as on the opposite side of a newsstand, and then circle the structure, always keeping your foe on the opposite side. This structure is just big enough to keep you hidden and your foe none the wiser!

Stealth // Driving I: Take a bike to reach your target quickly. But don't ride around on it or you're instantly spotted (as no citizen uses bikes). However, during escapes, bikes are great, as they can travel between blockers and through alleyways; use one to escape if you need to.

Stealth // Driving II: Use a vehicle that blends in with the district you're in. A flashy performance car looks odd in Pawnee. Then drive slowly, mimicking the movements of the citizen drivers. This allows you to pass the target while en route to a hiding spot; it isn't a great tactic while observing, as your foe can easily move out of view.

Stealth // Elevation I: Is your foe looking up or down to find you? Not instinctively perhaps, which is why elevation is extremely helpful when tracking your target. Though less helpful during tailing missions compared to hacking, looking down on your foe is a great way to confuse them. Just make sure you profile on the ground, or your target will know to find you by heading to an elevated position! Of course, you can use this as a double bluff too!

Stealth // Elevation II: Hide in rooftops that require your target to leave the search area to reach them: They aren't usually tempted to investigate outside the purple circle, so if you can find a rooftop inside a zone, but with a ladder to reach it well away from the search zone, you dramatically increase your chances of success.

Stealth // Expect the Unexpected (Observing): Try to blend in with the general population. Are there three or four citizens watching a busker? Then stand with them. Is there a vehicle parked properly with a load of others? Then get in and hide inside. Have you parked your car? Make sure it isn't at a strange angle; the telltale sign of a Fixer! Or, completely reverse this plan and double-bluff the target—actually park a vehicle at a strange angle so your target investigates there. Just remain away from that location!

Stealth // Expect the Unexpected (Evading): You must flee—by finding a vehicle and heading out of the target's search area as quickly as possible. Find a fast car. Or position yourself near one while you observe. Plan your escape before you even start your hack. Use erratic escape routes and infrastructure hacks. And get out of there!

Escaping in a truck? Not bad if there's room, as the truck withstands punishment.

Follow this! Fast-moving vehicles, insane jumps, and shortcuts get you away from your foe.

Stealth // Hidey-Holes: Lying low inside a structure is a great way to disappear from view. Try heading into businesses (such as gun shops or coffee shops), using the cover opportunities inside and the rear exits. Look for buildings with foyers you can hide inside. Head into the traffic tunnels.

Stealth // Hidey-Holes (Double Bluff): Of course, a foe with a good knowledge of the area might head to a hidey-hole immediately, so use this to your advantage. For example, start a hack (or observation) near a poker game, but don't hide in that location!

Stealth // Multiple Exits: You don't want your target cornering you after your discovery, so choose a location with multiple exits and hopefully plenty of cover. An open area of park is just as problematic as a dead-end alley.

Stealth // Parking Garages: Small garages are reasonable for hiding in, though you're easily caught. But large, multistory parking garages (like the one attached to the Palin Correctional Facility) are excellent places to hide; there are multiple levels, openings down to the street level, great hiding spots, and numerous vehicles to use for quick getaways.

Stealth // Patience Is a Virtue: You have five minutes to start your tailing or hacking, so don't simply start the intrusion when you first see your foe; it pays to stay patient and wait for your target to move to a better area, one more open. Or wait until the last second as your foe is likely to be increasingly frustrated at the hack not happening yet!

Stealth // Parkour: When you're being chased, take as many parkour-inspired shortcuts as possible. Don't blindly run around corners; never let your foe gain on you if he decides not to shoot you during a chase. Also wreak as much havoc as possible; if the police are called, they might be able to cause enough of a distraction for you to flee.

Stealth // Towers of Power: Have you explored the ctOS control centers or towers? Then you'll know they require a certain amount of puzzle solving to fully explore; use them as a base for hiding if one is close by.

Stealth // Trees and Bushes: Use the natural coverage of trees and bushes, as they can make you almost invisible. Stand in a clump of bushes and fade away from view. Head into the woods or crouch along hedgerows and vary your movements.

Violence // Stay off Target: Gunfire! Grenades! IEDs! Just not aimed at the target: You can't blast away at the foe, but you can preoccupy the target in an area you want them to be in—within observable distance from you but not dangerously close. A good example is standing by an L-train station, lobbing down a grenade near an alley below, and watching your foe investigate.

TARGET TACTICS // METHODICAL SEARCHING AND VIOLENCE

Put a temporary halt on the hack by utilizing Jam Coms.

You're looking for a foe who isn't blending in with the general population, like this bad driver.

Crafted Items // Blackout: If your opponent is using cameras to track you, employ a blackout. This breaks your enemy's line of sight and forces them out of their hiding place. Utilize a blackout if you're attempting to chase your foe, and expect them to use infrastructure hacks against you (though you can't employ the same hacks during the blackout).

Crafted Items // Jam Coms: Temporarily halt the backdoor installation during Hacking contracts with this tool. It works only once, but buys you a little more time during your search for the Fixer. It has no effect on Tailing missions.

Hacking // General Tactics: Utilize all of the single-player tactics! Blow up infrastructure during the chase phase (whether you're driving or on foot). Blow up anything you can, simply to check how the citizens react, if you haven't spotted your Fixer yet.

Hacking // Portraits: Note the portrait that appears on your screen; this is the hacker's face. If a young redheaded hacker is shown, don't waste your time checking for old men! Remember, this is a hint your rival doesn't have.

Hacking // Security Cameras: You can use cameras on your Fixer foe too! If you suspect he's around a corner, or even a couple of blocks away, drop into a hiding position and use the cameras to find the foe; this starts the chase and stops the observation of the hack. Also look for cameras that you can't hack; if they're in use, your rival is tracking you using them, and you should hone in on the area as a hiding place for your foe.

Toying with your foe (removing them from a vehicle) is amusing, but don't get overconfident!

You should have no qualms about using weapons and hacks on a fleeing Fixer.

Stealth // Expect the Unexpected (Observing): Look for oddities in the way the general public is acting. A lone figure jaywalking across the road or walking diagonally, climbing, getting into a vehicle, and generally not blending in. Remember some cunning Fixers may try to fool you using precisely this type of activity; for example, by parking a vehicle in an odd location, then staying away from it so your attention is centered around it! Remember, too, that only a rival Fixer would ride a bike.

Stealth // Expect the Unexpected (Evading): Remember your search area is relatively small. When you're "invaded", but the hack hasn't started yet, attempt to flee. During the time it takes for the foe to reach you, try fleeing to an area of open ground, with fewer hiding places. Learning the layout of an area helps too; check every alley, garage, rooftop, and parked vehicle that looks oddly positioned.

Stealth // Parkour: When you're giving chase, take as many parkour-inspired shortcuts as you can; if your foe runs down some steps and turns right, leap over the low wall to the right of the steps so you can gain on your foe, prior to a takedown. Remember you can gun your foe down, but you may wish to use melee strikes to keep the police away from this altercation.

Stealth // The Waiting Game: When you see the "invaded" objective appear, but the hack hasn't started yet, don't panic! Sometimes it's better to let the foe come to you: Remember he has to reach you in order to succeed in his objective, during which time you can force him into a trap (proximity IEDs around a corner? Nice!) and catch him more easily.

Your choice of vehicle is important; check the top speeds and handling, so you know you can keep up.

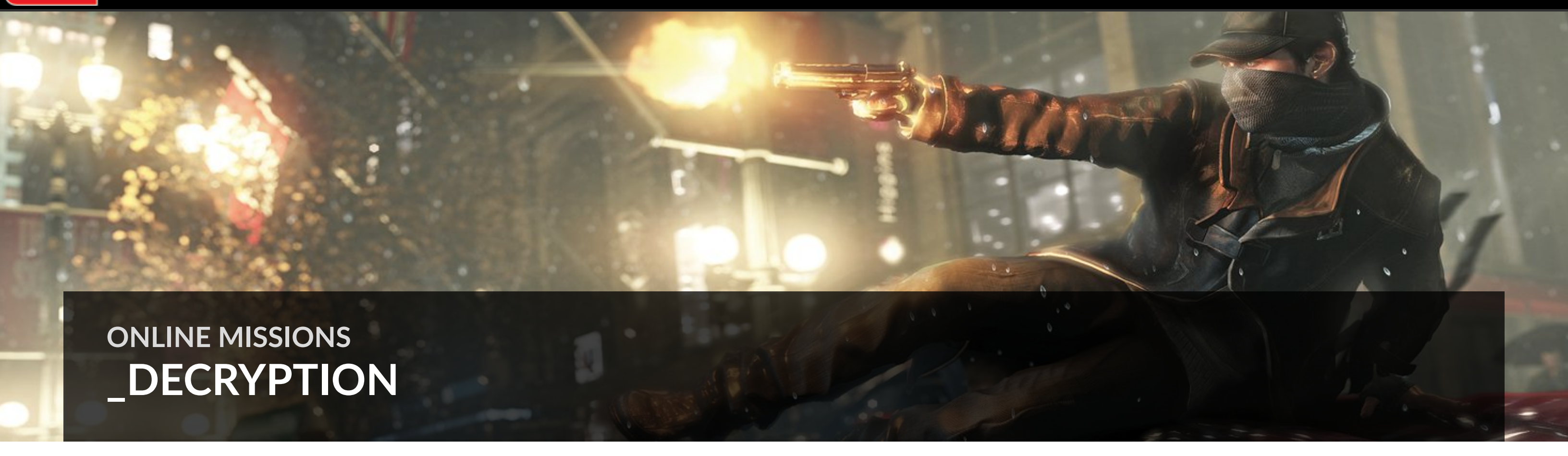
When a Fixer foe changes vehicles, drop him with grenades or gunfire.

Violence // General Tactics: Remember all those cunning tactics you used in all the other game modes? Well employ them here! Don't be shy when employing your guns and projectiles; you're here to end the rival in whatever manner you wish, whether that's running them over, melee-striking them, or blowing them up!

Violence // Police: Remember that citizens are still going to call the police, so any wanton acts of carnage or destruction could lead to a Heat level and police intervention; this usually hinders progress or can be used as a smokescreen.

Violence // Reaction Shots: Is your foe trying to blend in with a crowd? Then shoot into that throng and see who reacts differently (why isn't that citizen running in the same direction as the others?). Don't get too trigger-happy, as you don't want the police to arrive and take your attention away.

Violence // Sidewalk Antics: Ramming speed! Drive up onto the sidewalk and drive along, seeing how the citizens dodge out of the way; a player usually behaves differently when faced with a vehicle heading for their knees.



ONLINE MISSIONS

_DECRYPTION

3–8 PLAYERS

OBJECTIVES

(Everyone) Retrieve the file

(File Carrier) Hold the file to decrypt it

(File Carrier Teammate) Protect the file carrier

(Player Without File) Steal the file from the enemy

DECRYPTION // OVERVIEW

Decryption is a free-for-all (3 to 4 players) or team match (5 to 8 players), with the object being to reach and decrypt a file. The following information is paramount to learning for your first few matches:

You begin by choosing from one of three weapon loadouts. Three additional loadouts become available after unlocking Progression Rewards. Although your guns and projectile offensive is limited, you have access to Jam Coms and Blackouts too.

You appear as Aiden Pearce on your screen but look like a random citizen on everyone else's screen. If you're playing a team match, every enemy is color-coded red. Any teammate is color-coded blue.

The key file is color-coded yellow if it hasn't been taken (or it has been dropped and not picked up yet). The first player to the file takes and holds it. The file can't be passed to other teammates.

Whenever a player is holding the key file, a percentage timer ticks up from 0 to 100%. When it reaches 100, the player holding the file—or their team—is the winner. There is also a clock timer, which can be employed to stop matches at the end of a specific time period; though the team holding the file at 0 seconds still loses as no one managed to decrypt the file in time.

OVERVIEW /// File Transference

For the most part, the graphic user interface (GUI) of the screen is similar to other multiplayer modes and the single-player game. But check the top-left corner for information specific to Decryption.

/// Neutral Information

Ready to retrieve or file dropped: No one has the file. It should be picked up by you or your team.

Download stalled: Someone has used a Jam Coms to temporarily halt the file decryption. You have more time!

/// Positive Information

You have the file (enemy theft): You have the file, but an enemy is trying to steal it from you. Engage, flee, use Jam Coms, or escape.

You (or your teammate) have the file (key): Keep the file for as long as you can. Defend yourself from others. Find teammates to help you.

Teammate has the file (shield): This appears for 10 seconds after one of you retrieves the file. During this period, enemies cannot use wireless theft to steal the file, so you have a short period of time to escape, find friends, and plan tactics.

/// Negative Information

Enemy has the file (theft): The enemy has the file, and it is being stolen. In team games, it means a teammate is stealing the file, and you should help them. In free for all games, it means you or a mutual rival are stealing the file.

Enemy has the file (key): This appears for 10 seconds after the enemy retrieves the file. During this period, you cannot use wireless theft to steal the file, and you have a short period of time to regroup, find friends, and plan to intercept.

Enemy has the file (shield): One member of the rival team just picked up the file, and there are 10 seconds when you cannot use wireless theft to steal the file, so you have a short period of time to wait, attack, and plan interception tactics.

LOADOUTS

During Decryption contracts, players choose between six predefined loadouts. The first three do not need to be unlocked, while the final three are unlocked by winning contracts as Progression Rewards.

Loadout Name	Primary Weapon	Secondary Weapon	Explosive Item
Balanced	ACR Assault Rifle	M1014 Shotgun	Frag Grenade
Precision	Vector .45ACP SMG	M-9mm machine pistol	Remote IED
Sniper	M-107 Sniper Rifle	D50 Pistol	Proximity IED
Firepower	G-106 Grenade Launcher	R-33 Pistol	Remote IED
Heavy Duty	U-100 Machine gun	D12 Shotgun	Proximity IED
The Chicago Way	Gangster SMG	Chrome M-8M Pistol	Frag Grenade

Note

You cannot have more than three explosive items during a match at any one time. If there are already three primed explosives, and you throw out another, the oldest one explodes automatically. This applies to IEDs and proximity IEDs, but not frag grenades or grenade launcher rounds. Refer to the weapons chart in the Training chapter for the complete statistical data of the weapons listed.

// Weapon Wheel

Note the screenshot, which shows how your Weapon Wheel is set up. Only five slots are used, and you can't swap these around. Working clockwise you have: empty slot, explosive item, primary weapon, Jam Coms (1), empty slot, Blackout (1), secondary weapon, and empty slot.

// Ammunition and Respawning Times

In addition, it is important to know how much ammunition is contained in each weapon; how much you start with and receive when you respawn after death; the maximum ammo you can carry, and when the ammunition automatically regenerates to your person, and the amount. All are detailed below:

Loadout	Weapon	Starting and Respawning Ammo	Max Ammo	Regeneration Time	Regeneration Amount
Balanced	ACR Assault Rifle	150	360	60	75
Balanced	M1014 Shotgun	40	120	60	20
Balanced	Frag Grenade	2	3	60	1
Precision	Vector .45ACP SMG	150	360	60	75
Precision	M-9mm Machine Pistol	120	360	60	60
Precision	Remote IED	2	3	60	1
Sniper	M-107 Sniper Rifle	20	60	60	10
Sniper	D50 Pistol	120	360	60	60
Sniper	Proximity Mine	2	3	60	1
Firepower	G-106 Grenade Launcher	3	8	60	2
Firepower	R-33 Pistol	120	360	60	60
Firepower	Remote IED	2	3	60	1
Heavy Duty	U100 Machine Gun	150	360	60	75
Heavy Duty	D12 Shotgun	40	120	60	20
Heavy Duty	Proximity Mine	2	3	60	1
The Chicago Way	Gangster (M1) SMG	150	360	60	75
The Chicago Way	Chrome M-8M Pistol	120	360	60	60
The Chicago Way	Frag Grenade	2	3	60	1

Note

You always begin with only one Jam Coms and Blackout, and receive it again when you respawn.

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ONLINE MISSIONS

_DECRYPTION // GENERAL TACTICS

Now that you know the basics, here are some general tactics to be aware of when trying to hold on to that decrypting file.

// Stealing AND KEEPING the Key File

There are some specific methods of gaining advantages over the opposition while gathering decryption data, most of which applies to team matches. Hints appear in the bottom left of your screen to coax you into helping your file carrier. Here's what they mean and what you can do to strengthen your position during a match:

/// Wireless Theft

Don't have the key file? Then head toward its location (either static or carried by a foe), and as you near (within 50 meters if the file carrier is in a vehicle, or 25 meters if the file carrier is on foot, or the file has been dropped or not picked up yet), the decryption percentage stops and you automatically begin to steal the data. The time this takes varies depending on how far away you are and how many teammates are helping with the theft.

Get as many teammates as close to the file as possible to steal it quickly. Once the key file has been retrieved (from the ground or the enemy carrier), you have a ten-second "firewall" where you can't be hacked, allowing escape.

If you're attempting to defend against wireless theft, there are two simple rules to follow: (1) Get as far away from the enemies as possible, and (2) use superior firepower to remove the threats as quickly as possible. Definitely use Jam Coms; before you start the theft to pause the decryption. If you or your teammate has the file and an enemy is stealing the file, use this tool.

Tip

Each teammate who helps with the wireless theft quickens the time by 25%. The person who steals the file is the one closest to the previous carrier at the time of theft. When the file is on the ground, you steal it faster than if it is being carried; you instantly take the file if you're within one meter of it (though it's better to remain farther away in safer cover than rush to grab a dropped file in a dangerous location).

/// Decryption Boosting

Have the key file? Then (in team contracts) seek out your other teammates in order to boost the decryption speed. Riding near or with them in a vehicle is a great way to easily boost. But in general, get as close to the key file as possible with as many teammates as possible. Repel enemy threats at a distance. Don't use Jam Coms. If you're attempting to stop decryption boosting, engage the enemy immediately, ideally focusing on the file carrier. Use Jam Coms.

Tip

It takes 240 seconds to completely decrypt the file. That's around 0.42% per second. Each one of your teammates who boosts enables the decryption to go 25% faster.

/// INITIAL KEY INTERCEPTION (FIREWALL ACTIVE)

Whenever you, your team, or an enemy picks up the key file, a temporary "Firewall Active" message appears. This lasts for 10 seconds and stops rivals from executing wireless thefts or utilizing Jam Coms. Use this small window of opportunity, and flee from pursuers, set up traps, or move to cover. Those chasing the file carrier shouldn't try particularly brazen or dangerous charges at a foe during this time, until wireless theft is back and available.

/// Infrastructure Hacks

All of the available infrastructure hacks, from gates to garages, to junction boxes and protectors, to blockers and steam pipes, are available during Decryption contracts. Use such blockades or explosive areas to aid in retrieving and keeping the key file; use the strategies you learned during the single-player game. Use bollards to block foes pursuing you. Blow a steam pipe to really annoy (and destroy). Or set up ambushes with thrown grenades close to a junction box for additional explosions.

Tip

The infrastructure hacks you can perform is based on how many Hacking skills you've unlocked and purchased. Gain additional advantages in Decryption contract by having access to all infrastructure hacks, or you'll be at a slight disadvantage. Also, bollards are more effective at destroying cars in this mode; if you're traveling at over 40 mph (65 km) and ram into raised bollards, you usually wreck your car.

/// Blackout

This tool works in exactly the same manner as it does during single-player games; it prevents the use of infrastructure hacks. This doesn't have quite the potency during Decryption contracts (as many occur during daylight hours, and rivals can see your name and arrow even in the dark), but it becomes more useful during chases (whether you're racing toward a file carrier or are fleeing with the file). Try the following:

File Carrier: Flee from the enemy, through a section of town with infrastructure, such as a garage or a gate, passing through the opening, before closing it behind you and then executing a Blackout, blocking your pursuer!

Pursuer: Chase the file carrier, toward a section of town with infrastructure such as a garage or a gate. When you see your foe attempt to open one, execute a Blackout, hopefully blocking them and allowing you to catch up.

/// Jam Coms

When the situation calls for it, you (and any teammate) can use Jam Coms, which has a special unique property during Decryption contracts: it stalls the download for 20 seconds (or 30 if you have the Notoriety skill Jam Coms Boost). There are important ways to use this tool properly and not waste it:

- **Enemy Use:**If you or a teammate has the file and it is decrypting, enemies can use Jam Coms to pause the decrypting for 20 (30) seconds.
- **Team Use:**If you or your teammate has the file and an enemy is stealing it wirelessly, you can use Jam Coms to pause the wireless theft for 20 (30) seconds.
- **Wasted Use I:**Jam Coms has no function when the file has just been acquired and is in a firewall state.
- **Wasted Use II:**Nothing happens if you use Jam Coms and the carrier is more than 100 meters away.
- **Wasted Use III:**Nothing happens if you use Jam Coms when you or your teammate is performing a wireless theft.

It is vitally important that you utilize this tool properly, as this can afford you the extra time to reach a file carrier and defeat them. It is also useful to use just prior to the file decryption reaching 100%; try to attempt this during the latter stages of a contract to stall your opponents' victory.

Make sure you and your teammates use Jam Coms at every possible opportunity; don't let it sit in your Weapon Wheel when there's a decryption ticking up to 100%!

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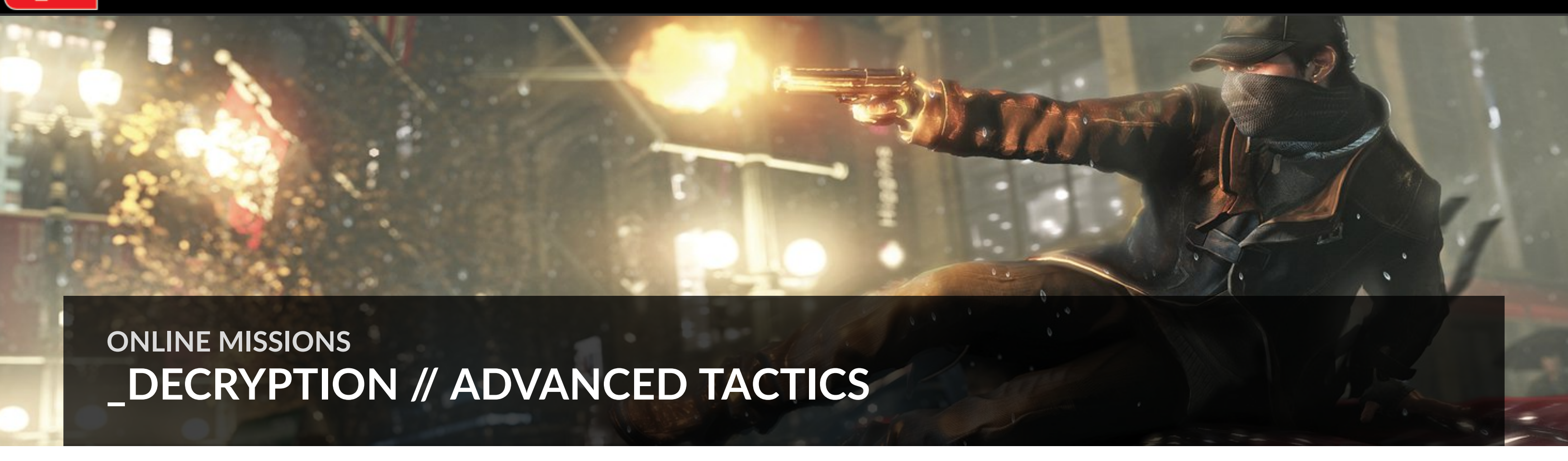

ONLINE MISSIONS

_DECRYPTION // ADVANCED TACTICS

The remaining part of this chapter focuses on the 11 different Decryption maps, showing where the key file spawns and the best locations to take the key and defend from. However, you should think about more advanced tactics too (which work on every map). Check the following superior techniques.

ADVANCED TACTICS // Gameplay

/// Wingmen

In a team of four, work in unison with two teammates in a lead vehicle with a good defensive capability (like the armored truck or fire engine). Place the file carrier inside this truck, with a passenger guard who shoots anyone who gets close. The other two teammates each drive faster vehicles (sport or performance types) and block anyone who gets close to the carrier.

/// Eggs in One Basket

Have all of your team pile into one vehicle with the fire carrier driving it. The three teammates shoot out of the windows (or from the roof if there isn't time to scramble into the backseats) at anyone venturing too close.

/// Holing Up

The rest of this chapter details dozens of excellent places to retreat to; find the one most difficult to reach, and have the file carrier as high up as they can get (such as near a ctOS tower) with the remaining teammates aggressively hunting and chasing the enemy.

/// The Moving Fortress

A classic technique using the truck with the large open metal container attached to the flatbed. One player jumps into the driver's seat, while the others scramble into the open container bed. The walls of the dump truck's bed provide cover for standing players without obstructing their view. The driver then maneuvers around the map, while those in the back dispatch foes.

/// Out of Bounds

Don't be afraid to drive out of bounds with the file; if someone is chasing you and stealing the file, they usually follow you out, sometimes without realizing they are leaving the zone. However, when they are outside the zone, their wireless theft is blocked, allowing you to turn around and return to the zone before your key is lost and respawns.

/// Stay Focused

It's easy to ignore your Focus ability during this game mode, but it becomes extremely useful, as it has a slightly different function: Instead of slowing time down, Focus actually increases the accuracy of your shots despite the action continuing at the same speed. So when you're engaging the enemy (especially at range and with rapid-fire weaponry or pistol fire), be sure to activate Focus as soon as combat starts.

Tip

Drive at speed out of bounds, but with the plan to return within the time limit. If you can use a ramp or you've practiced maneuvering around the environment and know an excellent path that involves losing foes (due to infrastructure hacks, sharp turns, or off-road antics), then apply that here. Remember the escape plan strategies? These work here too!

/// Path of Destruction

If you're not finding a hiding place, stay on the move and choose a vehicle that allows you to maneuver through the zone in a manner you prefer: This is a great way to stop foes from reaching you.

Bikes allow access to areas other vehicles can't reach, like alleys and L-train tracks. Performance vehicles allow escape at speed, which can really annoy pedestrian enemies. Heavy vehicles allow you to crash into foes and continue your escape for a much longer time.

Also check the maps for clusters of parked vehicles (such as parking lots), arriving there to swap cars just as your previous vehicle starts to belch black smoke.

ADVANCED TACTICS // LOADOUTS

While there are benefits for every weapon you wield, the following are battle-tested and approved for different styles of play:

/// Grenade Launcher

Learn the arc and the aiming, as this weapon is exceptional at blowing up both people and vehicles!

/// Vector .45ACP SMG

This has a very low recoil and is easy to spray. A firm favorite and great for hunting down enemy snipers.

/// M-107 Sniper Rifle

If you're great at camping, and your teammates can act as spotters, this takes out cars in one or two hits.

/// U-100 and Proximity IEDs

The Heavy Duty loadout has both of these, and using them when you're holed up is a great defensive tactic.

/// Chrome M-8M Pistol

This has high damage and is a fairly accurate burst-fire weapon; use it against long-ranged foes.

/// Remote IEDs

These are great for removing foes dug in behind cover; throw over the head of a foe, and hack it to explode as the IED sails over the foe's head! More accurate than a grenade!

Tip

Optionally, you can use the names listed in the map overviews for each map's points of interest to call out during matches. For example, if you have the file and you need support on the Goldmine map, yell, "Gas Station!" so your teammates know where to regroup.

NOTORIETY REWARDS

Aside from Meaningful Actions XP gains, what kind of rewards or losses should you expect from this game mode?

MISSION REWARDS

LOSING:
MEANINGFUL ACTIONS: XP
NOTORIETY POINTS LOSS
PLAYER POSITION: MORE NOTORIETY THE MORE PLAYERS YOU'RE RANKED AHEAD OF (RANKED BY XP EARNED)
WINNING:
MEANINGFUL ACTIONS: XP
NOTORIETY POINTS GAIN
PLAYER POSITION: MORE NOTORIETY THE MORE PLAYERS YOU'RE RANKED AHEAD OF (RANKED BY XP EARNED)

MISSION REWARDS (Unlocks)

Win Online Decryption 3 times: Chicago Way (Loadout)
Win Online Decryption 5 times: FIREPOWER (Loadout)
Win Online Decryption 10 times: HEAVY DUTY (Loadout)

Available Decryption Zones

District	Zone Name
01 // Pawnee	Goldmine
02 // Pawnee	Trailer Park
03 // Parker Square	Dogfight
04 // Parker Square	Frenzy
05 // The Wards	Finders Keepers
06 // Brandon Docks	Data Race
07 // Brandon Docks	Tech Tactics
08 // The Loop	Risk and Reward
09 // The Loop	Scrambled
10 // Mad Mile	Ones and Zeroes
11 // Mad Mile	Exploited

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ONLINE MISSIONS

_DECRYPTION ZONES // PAWNEE

_GOLDMINE

Location / PAWNEE TOWNSHIP

Points of Interest

01 // Abandoned Train Station (Northwest)

The station building, numerous rusting carriages, and good exit routes make this a great place to hold the key. There are some excellent hiding spots, and the tracks offer a great off-road route east. Teammates can even take up sniping positions on the high trails, just out of bounds.

02 // Gas Station (West)

You can hold up in or atop the main garage or on the roofs and within the container maze. There's also the water tower to snipe from (though that can become a trap if you're not working together). There's good escape potential along the main roads to the north and south of this compound, and that cement truck is a beast!

03 // Rooftops Along the Main Drag (Central)

You can climb on most porches, but there's a set of buildings along the main drag east of the Pawnee City General Store with linked rooftops. This gives you great sight lines for sniping, height and hiding advantages, and a single entry point (from the west road next to the general store).

04 // Marina (South)

There's a mad scramble for the key at the wharf, and the nearby buildings offer reasonable protection: But don't forget the beach to the east and west (especially the fishing huts to the east) where getting a clear shot is tricky. Also try keeping the key, then diving into a boat and circling out of bounds around the three tiny south islands.

05 // Pawnee Cemetery (Northeast)

The northeast hills are a great place to scurry to with pursuers on your back, and the cemetery offers reasonable hiding places among the gravestones and the three huts dotted around the vicinity. The iron rail bridge, gun shop, and main road with blockers are also helpful when attempting to repel key-snatchers.

06 // Mountain Trails (East)

The three shacks on the southeast cliffs above the steam pipe on the road offer great views of town, and the rough terrain and narrow trails in this map's eastern part are a great place to avoid enemy vehicles. The area is built for fleeing using a dirt bike or hiding behind bushes, trees, and rocky outcrops.

_TRAILER PARK

Location / PAWNEE TRAILER PARK

Points of Interest

01 // Trailer Park (West)

The trailer park's southwestern corner has a good deal of cover, some excellent vantage points, some explosive junction boxes, and a propane tank; combine those with well-placed IEDs and you have an extremely defensible position. Try to stay to the south, on the higher ground with better sight lines, or on the roofs of trailers.

02 // Lonesome Trail (Center)

Though you can drive cars up this trail, do it only as a distraction. Otherwise, use bikes or stay on foot when moving to and from the trailer park. Use the gully with rusting cars and barrels as a nasty chokepoint, with grenades and IEDs stopping foes from moving through. Remember you can't climb the rocky sides.

03 // No One's Home (North)

The bloody hut interior is the start of a good defensive area. The wooden lean-to atop the hill is a great retreat position (as you're not usually attacked from behind), there are two rough paths down to the motel, and you can climb atop the rocky bluffs and head to the north side of location 02, attacking those using the trail almost with impunity!

04 // Crazy Moose Motel (East)

Expect a defending data carrier to hold up on the Crazy Moose's roof, as there's some good cover options. There are numerous ladders and access points, though defenders can place IEDs to stop infiltrations. Attack the motel from the northern slopes, using trees as cover, or from the southwest, along the rocky outcrop.

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ONLINE MISSIONS

_DECRYPTION ZONES // PARKER SQUARE

_DOGFIGHT

Location / HIGH GROVE PARK AND KEELE STATION

Points of Interest

01 // Homes and Rocky Park (Northwest)

A cluster of fancy homes are raised and reasonably defensible (especially the concrete wall on the south side). The rocky outcrop above the cobblestone underpass is also a good place to snipe from, as you're close to the northern edge and only need worry about vehicles driving in circuits around the map.

02 // Suburbia (North)

Try to practice and memorize which back gardens and roads you can drive through and which contain impassable hedges; use these when you're attempting to throw off pursuers. You can climb on the rooftops of every house. Drop an IED to stop pursuers and camp out on the roof.

03 // Row House Building Site (West)

Most of the row houses in the west and central part of this district have only back gardens to crash through, but this one has a series of scaffold platforms leading to the roof. Position yourself up here in a good defensive posture (IEDs guarding the only route up). This also offers great views of much of the park.

04 // Nicky's House (Center)

Play cat and mouse throughout High Grove, especially if you close the gates behind you (and drop an IED to further slow foes down). Then use a vehicle and plot a course along the roads, avoiding the dead ends. Find ways up onto the sloping roofs too; these can be cunning hiding spots!

05 // The "Castle" (Southwest)

This row house courtyard is an excellent defensive position. There are only two entrances (east and west), which are extremely narrow. Prep them with IEDs, block vehicles at the entrances, and station snipers outside to catch foes attempting to come in.

06 // Keele Station (Southeast)

This is a great fallback position. You can climb onto the strip mall's roof just north of here and snipe around, as well as prime the blockers on the south road to this station. Defend from the edge of the station platform and the roof, and escape to any of the vehicles in the nearby parking lots.

_FRENZY

Location / SOUTH PARKER SQUARE AND OWL MOTEL

Points of Interest

01 // Meat Market Food Center Area (Northwest)

Though you can't reach the roof (except for the overhang drive-through area to the south), there's some brick pillars to dart in and out of, and the rear north-south road has blockers to stop pursuers. Check the grass and rock outcrop to the west; hold up there by climbing from the southwest or hide in the back gardens of the southwest houses.

02 // Alleyways (Northeast)

These four blocks have numerous alley hiding spots and blockers at the ends of the northern alley. Park a truck near a low roof and climb up there for additional hiding. Also note the roofs you don't need a vehicle to reach: the small mechanic's yard in the south alley and some overhangs to the east. Try hiding inside the big blue trash containers too.

03 // ctOS Tower and Key Location (Central)

This is arguably the best place to defend from; you're close to the key spawning point, and you can use the route to the ctOS tower (using the lift, lower roofs, and ladder) to reach the ctOS tower base. From here you've a great view of a main road, as well as foes trying to reach you (via the same route you took). IEDs and rapid-fire defense is best!

04 // Owl Motel (Southwest)

Another great defensive position if you have teammates, the Owl Motel has a balcony, two locations for roof access, and numerous protectors and upper AC units to act as cover. The entrances to the roofs are narrow stairs, perfect for IED ambushing. Fire down on the parking lot, and utilize the infrastructure hacks.

05 // Back Gardens and Alleys (Southwest)

In the map's southwest corner, there's a densely populated alley with blockers and several gardens and garages to hide in or on. The white brick "for lease" building along the perimeter's southern edge is a great rooftop hideout; climb via the red lean-to at the rear, then camp out with great sniping views.

06 // Unloading Yard (Southeast)

Don't overlook the unloading yard here; there are trucks you can use to lengthen your driving escapes or to reach any rooftops on the map. The trio of garages (sealed) in the north part of this POI is a good spot to dig in from; there's blockers to raise to the north and a good view to the south.

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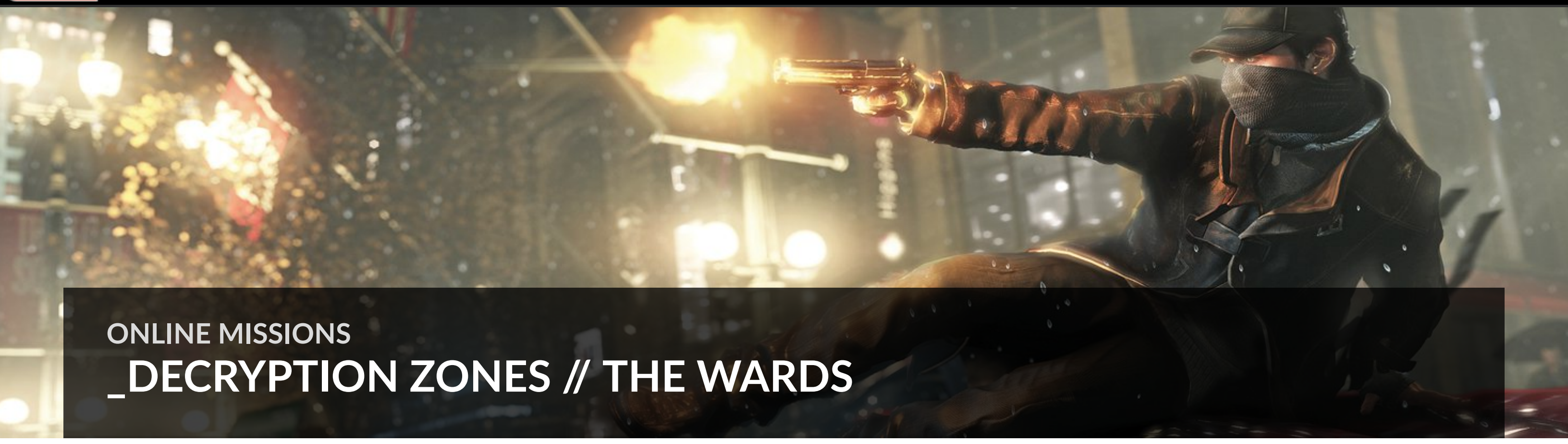

ONLINE MISSIONS

_DECRYPTION ZONES // THE WARDS

_FINDERS KEEPERS

Location / ROSSI-FREMONT AREA

Points of Interest

01 // Rabbit's Yard (Northwest)

This alley between row houses is typical of the northern part of this map. You should be familiar with the area from the main missions. This is a reasonably porous defensive point; find garage roofs to stand on and numerous Dumpsters and containers to hide in and backyards to take a stand in, all with an escape route in mind.

02 // Bedbug's House and ctOS Tower (West)

Though the Y-shaped tenement blocks provide the landmarks, Bedbug's row house street is a better place to hide; you can climb on many of the rooftops (especially the pitched roof of the light brown brick house; use the fridge by the garage to reach it, and tuck yourself between the sloped roof and next door). Also try climbing out of bounds and over the rail tracks to the ctOS tower area for a sniping spot.

03 // Police Surveillance Post (Southwest)

Infiltrated during the main missions, this has excellent places to hide—the blue container north, under the "tire shop" sign; the yard; the scissor lift to the overhang and stairs; and the numerous explosive traps inside. Seal the entrances with vehicles and IEDs and prepare to repel intruders!

04 // Apartment Blocks and Jay's Garage (South Central)

With some vehicular help, the flat rooftops of the apartment blocks just outside this POI can be used as defensive points; climb onto the white garages, then onto the roof. Or, you can find Jay's Garage; this is one of the few interior locations you can close up and hide a vehicle in. Or, climb the white extension in the yard behind the garage, to the roof of Steve's surveillance store.

05 // Rossi-Fremont Apartments (Northeast)

This four-block set of apartments has similar aspects to them, but this one (used during the Exclusive Investigation: Signature Shot) is great to defend from; find the forklift and climb onto the low flat roof of an apartment complex. Note the steam pipe on the road and the infiltration points to defend.

06 // Rossi-Fremont Tenements (Iraq's Yard) (East)

Iraq's base of operations is filled with areas to crouch behind. The concrete pillars and ruined stairwell area, the white container near the propane tank, and the adjacent ctOS tower yard are great defensive positions. There's only two entrances (one has a gate and steam pipe) and loads of cover.

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ONLINE MISSIONS
_DECRYPTION ZONES // BRANDON DOCKS

_DATA RACE

Location / TIDIS CORPORATION YARDS

Points of Interest

01 // North Paths to Jetty (North)

This area is great for dirt bikes. It consists of rocky outcrops, grass, and trees, making it cumbersome for larger vehicles. Stay on the higher ground and don't worry about foes approaching from the water, though you can use a speedboat from the jetty (despite your area of movement being mainly out of bounds).

02 // Wilderness Pathway (Northeast)

This is the preferred area of wilderness to secure. You're worrying only about controlling the pathway up to the top of the hill, so race to secure this area and use the Blume hideout container, rock outcrops, and trees as cover. Try to position yourselves to attack intruders from multiple directions, and watch for sneaky players heading out of bounds to attack from or under the freeway.

03 // Tidis Corporation Warehouse (West)

This is a massive playground of warehouses, gantries, and interiors to hold up in and was the setting for the Weapons Trade investigation. Gain height by racing up the rock piles or metal stairwells. Prime the road entrances with IEDs. Use the upper floor of the east warehouse. Scale to the top roof of the main warehouse. There's even a construction lift to hide on, once extended.

04 // Tidis Boat Storage (Central)

This is another area of excellent hiding opportunities, including the two white warehouse structures to the southwest, each with an upper gantry floor to rain fire down on. The smaller of the warehouses is good for prepping an escape vehicle, as foes can't drive into it aside from the garage. There are carriers and scissor lifts in the yard to use as cover too.

05 // Factory and Boat Racks (East)

Although there's less going on in this set of industrial buildings, there's a great carrier you can climb atop, activate, and ascend to a sniping height where you can see the hills to the north and the main east-west road. There's also usually a parked truck you can employ when wreaking havoc, creating distractions, or employing a more armored and moving defense.

06 // Riverside Boat Storage (Southeast)

Among the stacked boats, concrete blocks, pallets, and other yard debris, this area is dominated by two large white warehouses, each of which has an excellent and easily defensible upper floor. Prep IEDs and pull in heavy vehicles at one garage entrance, drop more IEDs on the stairs, and then wait for the enemy to turn up before demolishing them from above!

_TECH TACTICS

Location / SIENNA BRICK FACTORY AND SURROUNDINGS

Points of Interest

01 // Railyard ctOS Tower (Northwest)

Head here to secure the roof all around the ctOS tower, using the techniques you learned while unlocking this tower. Or, climb up from the rail yard overhang. There's a huge amount of roof to explore and excellent defensive positioning; hide the hacker inside the tower building, with teammates prowling the roof.

02 // Sienna Brick Factory (North)

This is a huge area of hiding opportunities and escape routes. Check the garage to the south of the two circular vats. Then explore the brick factory; there are dozens of hiding places, low roofs, and three huge warehouses with an upper floor in each.

03 // Silo Yard (Northeast)

This area is dominated by two warehouses, the north one being exceptionally huge, with stairs outside and in, making it more difficult to defend but easy to hide in. The smaller warehouse has fewer intrusion points, and placing vehicles or IEDs at either garage entrance hinders your adversaries. The yard has ramps, tarmac, and train tracks to escape on.

04 // Self-Storage Rooftops (West)

Just south of the freeway (which also has a train track running through it, which is useful when planning escape routes) is a set of brick buildings. Investigate the lower-roofed extensions to these structures for numerous rooftop and AC unit hiding spots (stand on vehicles to reach the higher roofs). Climb on the wood stack shelving to the south too.

05 // Warehouse and Container Yard (Southwest)

This extremely defensible location is a known gang hideout and features numerous containers to hide behind or atop. There is also a main warehouse with some excellent places to hide or repel intruders from. Climb on the open window above the forklift to reach the warehouse roof, which is exceptional to guard from.

06 // Zaferi Electronics Yard (Central)

There are gates and a wide expanse of buildings to use as cover, but the main action usually takes place in the unloading yard. There's tubing and wood stack shelving to climb atop, large vehicles to appropriate, and the northeast building has steps and a scissor lift to the roof (one of two roofs you can reach without vehicles in this area).

07 // Container Yard (South)

Whether you're darting under the elevated road to the west for an escape or hiding spot, or using the yard or rail lines as a thoroughfare during a vehicle chase, don't overlook the cluster of giant containers here. There are two carriers and a crane to operate; they all allow you to reach difficult-to-attack upper containers, which are great for hiding or defending from.

08 // Porta-Potty Palace (Southeast)

The giant container yard continues, with masses of large containers (and open ones) to hide in, under the giant blue crane to the east. The QR code building has a gantry connecting the brick and white metal structures; head up here to hide. There's wood stack shelves to use, too, just southwest of the Porta-Potty dumping yard.

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ONLINE MISSIONS

_DECRYPTION ZONES // THE LOOP

_RISK AND REWARD

Location / THE LOOP ISLAND

Points of Interest

01 // Turnabout (North)

As this map is ideally suited for driving rather than hiding, most of these locations are ideal for taking a vehicle down. Turning around here instead of making sharp turns or reversing is an excellent idea, but don't forget the stone steps and footpaths around the map's perimeter, next to the water; use a bike to navigate these less-driven areas.

02 // Rail Depot (Northeast)

This sunken area is where you visited Jordi during the first act of the main missions, and all the excellent hiding locations are still viable. The boss's room is a good place to hold up, despite the lack of exits. There are two container cranes to sit on and hide, and two small warehouses whose walkways you can use. Or, snipe down from above.

03 // Western Station

This is close to the key pickup and offers a variety of escape or hiding options. You can drive up here on a bike, climb onto the station roof, and then locate the flat roof with the solar panels to the northwest. Or, better yet, assault the plaza to the south and climb the roof, which offers a fantastic view of the areas below.

04 // Key Plaza

This open plaza and shopping area isn't just where you pick up the key: Use it as a thoroughfare when driving north to south or east to west, or scramble atop the different rooftops and take up a defensive position behind the air ducts or solar panels. Stay on the roof and have a teammate pull alongside in a vehicle you can drop down to.

05 // Parking Lot

This otherwise-impenetrable city block has an underground parking lot, accessed on the north and south sides. Use this for hiding and escape purposes. This, along with a stepped alley with entrance/exits to the west and south, offers a road less traveled and can shake off pursuers if you're crafty.

06 // Alleyway Gantries

Although driving is the best option on this map, this is a reasonably good hiding place; the alley accessible to the north and south allows you to climb some gantry stairs and hide above the narrow thoroughfare below. Prep the area with IEDs, blocking vehicles, and snipers. The only way in is from the north or south.

_SCRAMBLED

Location / MILLENNIUM PARK AND MARINA

Points of Interest

01 // Behind the Theater (North)

Behind the massive outdoor theater is the key location and the largest collection of buildings this map possesses. Guard the area from the north, watching for sneak attacks (and ctOS box explosions) from the street steps to the north.

02 // Park (North)

The lack of available vehicles in the park can make this tough going, but head to this area, as there's usually a bike parked in the center of this POI. East of here is the freeway entrance or the northern park that allows you to reach the marina. South of here is the pedestrian footbridge over the freeway, which you can bike across.

03 // Stepped Park and Sculptures (Southwest)

On this part of the map, you usually run about, trying to find quicker transportation (as cars and bikes are parked along the perimeter roads). Use the pedestrian bridge from the theater lawn if you want to head out of bounds and then return to the freeway or marina. Or vault and scramble about the steps and water features. Bikes are most helpful here.

04 // Freeway and Park Restrooms (Central)

Learn just how little of the freeway you can travel on and the loop you can use around the map's perimeter. Or, try the pedestrian footbridge (on a bike) to head between the east and west parts of this map, which is split by the freeway. The flat park area isn't a great hiding location, but it's good to bike along, providing you can dodge the concrete planters.

05 // Pizzeria Plaza (Northeast)

Don't ignore the northeast part of this map; there's access under the freeway, back to the key spawning point. There's also the jetty to the hilariously slow water taxi. But you can try to hide or navigate around the only structure: the stone pizzeria and small bridge with planters to hide around. Or, access the marina jetties from here.

06 // Marina (Southeast)

Don't believe in boating? You will if you team up, head to the marina, and pilot a boat to the map's edge. No one can sneak up on you; enemies are visible from any direction (they can only approach from the north or west). Or you can hold up at the small island with the boat garage, which offers hiding spots and great defense potential.

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ONLINE MISSIONS

_DECRYPTION ZONES // MAD MILE

_ONES AND ZEROES

Location / NORTHWEST MAD MILE and Taylor Station

Points of Interest

01 // ctOS Tower and Townhomes (Northwest)

This ctOS tower is a perfect place to defend from intruders, despite this map being ideal for rampaging in a fire engine or dodging in a sports car through the streets (providing you know where the elevated road sections are). However, the route to the ctOS tower offers numerous rooftops but only one route; get there first and booby-trap the area.

02 // Jordi's Garage (High-Rise Jump) (North)

Don't overlook the base of the two skyscrapers northeast of the key spawn: This is a great route to take to flummox pursuers, as long as you approach heading north, use the ramp, and land on the roof. Here you can continue, or stop and defend (as the ramp is the only way on here). Below is Jordi's garage; it opens and you can hide in here.

03 // Taylor Station and Parking Structure (Northeast)

While the L-train station is good to climb on, focus your time (and team) on the parking structure just south of it. There are four levels (including the roof); access them via two garage doors under the station and two more on the elevated road to the south. But the roof is most entertaining; zoom east across the parking garage to a jump onto the L-train tracks (and out of bounds). Anywhere here is a good place to defend from.

04 // Moscow Jewelers Alley (Southwest)

This city block has a cross-shaped alley running through it in all four directions. An escaping key-hacker can activate the blockers at each of the four entrances to impede pursuers, doubling back to approach from another direction and do it again; do this at speed and throw off foes. Or, group your team here and fend off aggressors.

05 // Gas Station (Southeast)

Though many use this area to drive through when exiting the parking structure and heading south, the rooftop just east of the gas station is easily accessible (via the forklift), has only one entry point (which can be primed with an IED), and offers good views to the north, south, and west down the alley. Hide up here or kill the lights by shooting out the ctOS box.

06 // Quid Pro Quo Gun Shop (South)

Why not try the ultimate defense of this location? With your key holder inside the store, place a sniper teammate across the road just out of the perimeter, on the raised parking lot. Have a second sniper rush south to Ryborn, then jog north and east across the L-train bridge intersection, along the narrow red girder, and drop onto the apartment block roof west of the shop.

_EXPLOITED

Location / NORTHWEST MAD MILE

Points of Interest

01 // Noakes Station and Apartment Balcony (Northwest)

This is another great map for driving, but if your plans include stopping pursuing enemies, try the elevated areas at and just south of Noakes Station. Use the station rooftops to hide and snipe from, or head southeast on the tracks. Also climb the metal steps onto the apartment balcony, the only entrance. Also note the garage running east to west below the balcony.

02 // Elevated Balcony and Reflecting Pool (North)

On the north perimeter are steps from a covered parking area to this open reflecting pool. Access this from a metal L-train girder (but not back to the girder, or you fall). This offers views of the parking structure, and the single entrance can be booby-trapped with IEDs. Not the finest defensive position, but one to try if you're in the vicinity.

03 // Construction Yard (Northeast)

This yard is tight, and only bikes fit in here, but the impenetrable concrete and wire fence, plus the two tight entrances (one via pallets and the other open to the less desirable yard with the concrete tube stack) allow you to defend the area easily; you might want to detonate the explosive canisters before taking up refuge here.

04 // John Hancock Building (Northeast)

This imposing skyscraper offers an underground walkway that you can easily fit a bike or car down. West is a curved plaza and steps up to the road (head left or right so you don't drive out of bounds). South is a park the doubles as a shortcut. Use this during escapes, but slow down as the walkway curves and you can easily crash at speed.

05 // White Oak Bough Pedestrian Walkways (Northeast)

You may remember a meeting with Damien here during the main missions. The upper walkway continues north into location 06, while a parallel side road with blockers helps you stop pursuers if you navigate this area by vehicle. Note the upper and ground-floor alley routes too; you can vary your entrances and exits to throw off pursuers.

06 // ctOS Tower: Gorman Heights Parking Lot (North)

The plaza area to the west and the parking to the southeast is a great place to defend from; navigate around to the ctOS tower, then across the awnings to the plaza roof to vary your defensive positions. Or take to the parking structure roof, or any of the floors. Don't forget the ground-level tunnel and alleys, as well as the garage doors on the northeast and southwest of the parking structure.

07 // Olivia Station and Ramp Park (North Central)

Whether you're accessing Olivia Station on a bike in order to use the elevated L-train to shake off foes, staying on the roof to snipe at enemies trying to steal your key, or locating the adjacent location 06, there's plenty to do here. Use the curved sculptural ramp to land on the L-train tracks (if you're traveling on a bike at the right speed).

08 // Mezzanine and Car Showroom (East)

The key is located at this multilevel mezzanine with an upper balcony and walkway and a lower plaza. You can defend from here, even though it is fairly open (use the height of the balconies to help locate and shoot the enemies). One block east is a car showroom, if you need to steal a fast-moving vehicle, before tearing north or south along the perimeter road.

09 // L-Train Gardens and Rooftops (West)

Don't forget this classic defensive location one block east of the water tower. Check the high wall of the L-shaped truck parking area close to the L-train gardens; defend this single entrance, while the key-holder climbs the ladder and heads up onto the roof of the building, which offers amazing views and exceptional defensive positioning.

10 // Walker & South, Library, Plaza Maze (Central)

Lose pursuers on foot or on a bike by heading into this multifloor set of walkways. There's a clothing store to hide in (don't forget the back entrance), an upper plaza balcony with skylights, three winding cobblestone streets with blockers, and a garage running east to west. Run around here in single-player mode to get familiar with the layout; then defend or escape from here.

11 // Concrete Canyons (Southeast)

Although there's no construction lift to the rooftop in this area, this concrete canyon is a large and impressive maze that's great to lose pursuers in, but with enough room to maneuver even the larger vehicle. Check the stairs to the south, leading to the Pedestrian Tunnel, too (#14).

12 // Raised Plaza, and Traffic Tunnels Parking (Southwest)

Stay on the move if you're planning on using the upper plaza west of the roundabouts to defend from; it's a reasonable location, but not as cunning as entering the traffic tunnels from location 13. You can reach the parking garage (on the right), winding you out of bounds, but you can return if you immediately turn right once you emerge from the parking lot exit.

13 // Traffic Tunnels and Parking (South)

This lower section has bollards to stop any pursuers and a parking lot to change vehicles. Along the waterfront are pedestrian walkways and stairs; easily drive a bike across here. The big bonus in this area is the entrance to the traffic tunnels, which can really confuse the enemy if you drive in here; just make sure you know the ways out (back the way you came, or location 12)!

14 // Elevated Road and Pedestrian Tunnel (Southeast)

Escape via the elevated road or head into the sunken pedestrian tunnel, allowing access to the north and west. Head south to the entrance to the chokepoint (location 15), which can be defended if your team is on the ball. Otherwise, navigate the walkways using a bike or a small car.

15 // Homeless Peninsula Chokepoint (Southeast)

This is another good defensible area to flee to; this homeless camp and grassy area can only be accessed via the riverbank under the freeway, though snipers can fire from the overpass; watch for snipers by stationing your own sniper there. Otherwise, watch for sneaking attacks from the water and repel all foes, readying the parked bike for a great escape!

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ONLINE MISSIONS

_ONLINE RACES

2 to 8 PLAYERS

ONLINE RACES // OVERVIEW

Once you have enough players and have chosen one of the 14 courses available, your job is to race through a series of checkpoints (without missing any), completing a circuit and winning the race. Be sure to check how many laps the race is (most are one, but a few have two or three). The checkpoints appear on your minimap one at a time (though future checkpoints are also on the minimap, just shaded black). The first across the finish line (the last checkpoint) wins. Shortcuts, nitros, and offensive maneuvers are also encouraged.

/// INFRASTRUCTURE CHANGES

Though you can check out the locations of each race in single-player mode (to learn the different alleyways, off-road areas, and other shortcuts you might want to try), there are some infrastructure changes specific to online races. They are as follows:

//// Chicanes

These are piles of debris and objects placed on usually straight sections of road. Simply weave through them or crash into them (slowing you down). The former is obviously preferable. These are placed here to slow down race leaders and allow slower players to catch up.

//// Jumps and Shortcut Jumps

Jumps are available to allow players to access the more dangerous (and thrilling) shortcuts during a race. Look for the flashing chevrons and the ramp (some are inside containers), and propel yourself through the air. These jumps are also close to some chicanes, allowing you to bypass these obstacles and remain at speed. Play around with nitros and jumps, or dodge around some jumps, as flying through the air isn't quite as quick as accelerating along the ground. With practice, you'll learn which jumps are mandatory and which you can avoid.

/// GENERAL KNOWLEDGE

//// Weather and Time of Day

Weather doesn't affect the handling of vehicles, and you can't change the conditions in the race. However, the time of day and certain gloomy conditions do affect your general perception of the course. For example, blackouts are sometimes triggered during nighttime courses: If one hits, you need to know where to drive without hitting walls, so learn these tracks completely.

//// Shortcuts

Check your minimap for a yellow GPS path, or "main route", between each checkpoint. Use these as a guide or find other routes (shown in blue when you take them). Simply remember that you're plotting a course to the next checkpoint, so find the quickest or easiest route or one allowing you the easiest path (which may be slightly longer, but not as narrow or obstacle-filled).

//// Nitros

You have no crafted items during races (no blackouts, Jam Coms or anything). Certain tracks have blackouts triggered automatically, so watch for those during the race. But the one item you have at your disposal is the nitro! This is a boost of speed you should save for straights (especially toward the end of the race). Everyone begins with a single nitro, and you can carry up to three. More are awarded as you pass through checkpoints. If you're first, don't expect any more nitros. From second place to fourth, you receive one Nitro per checkpoint, while players in fifth to eighth position receive two Nitros per checkpoint.

Tip

Look for the nitro next to the checkpoint icon. Also be sure to claim the Nitro Boost Notoriety skill (the only one affecting this game mode), which boosts your nitro by 25%. You can now travel at increased speed for 7 seconds, instead of the regular 5.65 seconds!

//// Vehicles

You are fortunate that in every race, all competitors have the same vehicle, and these are the same every time. This means you can check the statistics for each car or bike and learn how they handle prior to each race. Try driving them in the single-player game beforehand, so you know if they over- or understeer and how bulky or prone to fishtailing they are.

//// In the Spotlight

The race leader, in courses taking place during the night, is usually followed by a police helicopter. This enables those behind to easily spot where the leader is, but the bright light also makes seeing the course ahead a little trickier (especially during a blackout). Prepare for this added issue as you reach pole position.

//// Infrastructure Hacks

All of the infrastructure hacks present in the single-player mode, with a few exceptions (usually blockers that would halt a race completely), are able to be utilized in online races. This means racers are at an advantage if they've unlocked the hacking skills necessary to raise or lower bridges, explode steam pipes, and hack blockers, spikes, and traffic lights. Memorize where these are (especially the steam pipes) on the course, and use them to destroy rivals!

//// Risk versus Reward

Sometimes it is better to take a longer route to ensure victory: Imagine rivals crashing and ramming each other; all attempting to reach a shortcut. Meanwhile, a longer road is empty, technically allowing you a greater chance of victory if you take it. Weigh these decisions by constantly looking down the courses as you go. Remember that the shortcuts and jumps are usually riskier than remaining on the GPS route, and some might not even be the fastest route to take! Experiment with routes until you've mastered one for each course but have alternates in case rivals block your path or take offensive moves against you.

/// GENERAL TACTICS

It is important to join these races with more than just enthusiasm and road rage; remember the following tactical advice:

//// **Keeping a Fine Racing Line:** With a series of left and right turns to navigate (especially on freeway sections), don't simply corner left and right, but attempt to find the best racing line. A racing line is the shortest distance between two points, which might mean plowing diagonally across junctions instead of using lane discipline. Ignore oncoming traffic, and focus completely on cutting in hard on every corner you can.

//// **Mowing the Grass:** Once you learn the rudiments of each course, perfecting it becomes part of your ongoing plan. Achieve this by cutting every corner you can. Study the corner coming up. Can you drive off the road, through the grass, and continue, saving time over taking the corner normally? Can you squeeze between a pillar and shave more off a corner? Look for the shortest distance at every junction.

//// **Road Rage:** The citizens of Chicago are out on these streets too, so take advantage of them; use oncoming lanes to dissuade rivals from following you. Look ahead so you aren't caught out by cross traffic. And try not to hit anyone, slowing you down and losing you time.

//// **Skills to Pay the Bills:** As there are infrastructure hacks available during races, you're at a disadvantage if you haven't unlocked and purchased the necessary hacking skills that allow you to access bridges, blockers, steam pipes, tire spikes, traffic lights, and the other usual infrastructure hacks. Make sure you're tooled up, or face the consequences!

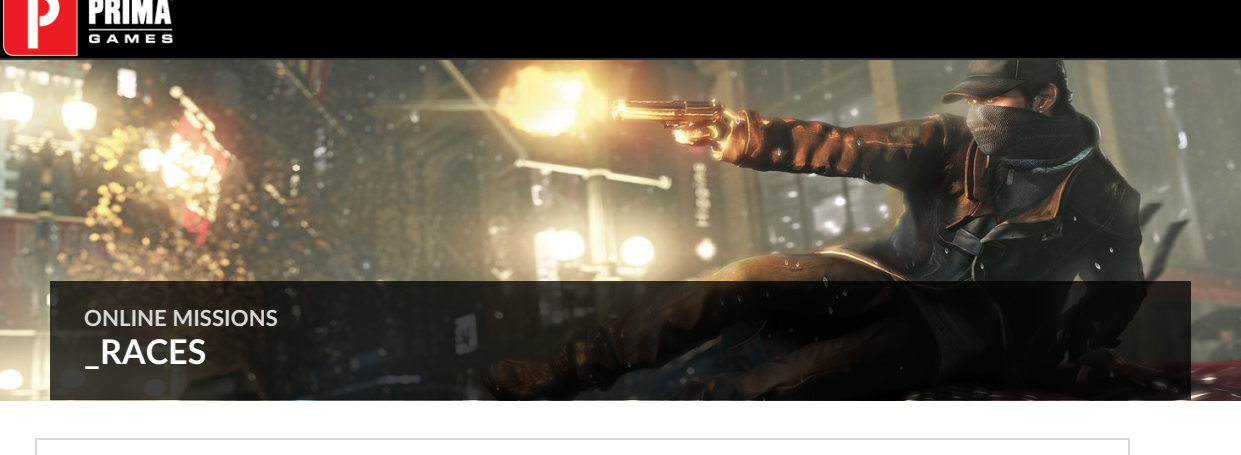
//// **Push and Shove:** Jostling for position is advisable, but knowing where there's a particularly nasty corner, guardrail, sturdy tree, or other possible location for slowing a foe down is always advisable. Then use all the knowledge gained during chase missions, and ram, shunt, sideswipe, or otherwise crash into your opponent. Have no qualms about sending a rival crashing out of the race; do it before they do it to you!

//// **Back of the Pack:** Racing isn't just about trying to reach first and staying there; try lying back intentionally, before using nitros and blasting past rivals to reach the front. Though incredibly risky, staying at the back, acquiring nitros, and then using them during the final stretch is a game plan favored by more Fixers than you'd think.

//// **Second to First:** Or, as the race progresses, you can try to stay in the top two or three but very close to first place for the entire race (receiving the benefits of more nitros compared to being in first). Then use all your nitros right at the end to steal the win between the penultimate checkpoint and the finish.

//// **Fifth to First:** An alternate plan is to drop back at the start of the race so you're fifth or worse. Continue to languish at the back of the pack until you maximize your nitros at three: Then start to really drive, boosting forward and heading out in front. Stay there until the finish. The effectiveness of this tactic depends on the course.

//// **Out in Front:** Or, take advantage of everyone driving slower on purpose and build a massive lead! If you can eke out a first place in the initial checkpoints, and your rivals are content to bash and crash into each other, ignore those fools and concentrate on shortcuts and the fastest course time you can: While your foes are content to rage between themselves, you cruise to an easy victory!



ONLINE MISSIONS

_RACES

Available Races

Race District (Start)	Number and Name
Pawnee	01/True Grit
Parker Square	02/Downpour
Parker Square	03/Mountaineers
Parker Square	04/Railroaded
Brandon Docks	05/Endurance
Brandon Docks	06/Freeway Force
Brandon Docks	07/Open Road
Brandon Docks	08/Slum Runners
The Loop	09/Cutting Corners
The Loop	10/Home Run
The Loop	11/Thrown for a Loop
The Loop	12/Up and Under
Mad Mile	13/Mad Streets
Mad Mile	14/Return to the Island

PAWNEE

01_TRUE GRIT

Starting location / Pawnee trailer park

Vehicle / Kuruhawa Motorsport 450

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 12

TIME TO AIM FOR: 03:03 BEAT THIS: 02:57 (Chris Finlay)

You begin in Pawnee's infamous trailer park. Be sure you've memorized Pawnee's many off-road trails, as you're about to use most of them!

Checkpoints 1 and 2 (No Shortcut): Stay to the middle as you head out of the park and down the bumpy mud road with the jump across the marsh. Shunt just as you jump to send a foe out of control, then tap the brakes to line up properly for the covered bridge and sawmill on your right.

Checkpoints 1 and 2 (Shortcut): Or, you can take the right path just after checkpoint 2, use the stone ramp, and keep right. Use the short road and bridge, accelerating up and into the sawmill. This route is shorter, but it's very difficult to steer accurately at speed (and there are pedestrians to watch out for). This can be a great shortcut for the skilled player, however.

Checkpoints 3 and 4 (No Shortcut): Remain on the long rural road and follow the GPS route, passing the lake on your left and a dirt road (another shortcut) to the right. The road eventually winds to a junction by the side of the militia base at the gas station. Make a sharp left to checkpoint 4.

Checkpoints 3 and 4 (Shortcut): Whether you took the sawmill shortcut or not, ignore the road and head up the dirt path, passing one of T-Bone's sculptures. Launch yourself over the lake and continue up the dirt road. Then take the main road and a savage left turn at the gas station.

Checkpoints 5 and 6 (Shortcut): Pass through checkpoint 5 and bear right, onto the railroad tracks. As long as you aren't hitting any of the large objects (trains, shacks of wood, etc.), you can continue along the rail lines at high speed, using a nitro; this is much more effective than the tarmac road on your left. Line up the two jumps and slow down just a little so you don't bounce off into the bushes.

Checkpoints 7 and 8: Slow down slightly from top speed as you launch over the ravine, then turn right at the blocked train tunnel. Remain on the dirt path and take the jump, hitting it in the middle. Weave back onto the tarmac road. Then take the right fork in the road, down past Pawnee beach and up to checkpoint 8; it's slightly quicker than the higher road on the left.

Checkpoints 9 and 10 (Shortcut): Accelerate and use a nitro along the main tarmac road back toward the gas station. Steer right just before the Pawnee wooden arch sign so you can use the ramp to leap the building and line up for checkpoint 10. Watch the blockers!

Checkpoints 11 and 12 (Shortcut): As you head up the hill, look for the caravan and parked car and scoot to the left of them, up a dirt road. Then follow the chevrons to the rail track and around to the right and checkpoint 11. Then it's a straight shot up the ramp, across the construction bridge (watch the use of nitros because if you're too quick, you can crash into the floating concrete tunnel section) and to victory!

PARKER SQUARE

02_DOWNPOUR

Starting location / Botanical Gardens

Vehicle / Sonarus LX

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 17

TIME TO AIM FOR: 02:08 BEAT THIS: 02:02 (Jean-Daniel Villeneuve)

You begin just north of the botanical gardens, close to a gas station and the main road to Pawnee. You're racing west, around the park perimeter.

Checkpoints 1–4: Begin the race by jostling other drivers, ideally into one of the trees on either side of the long curving roads you're racing down. Slow down the opposition with some nasty side-shunts so they crash into any of the foliage.

Checkpoints 5–7: Cut in hard on the right as you aim for the right of checkpoint 6; you can use the grassy shortcut to gain on rivals or increase your lead. Then it's up the hedge-lined road that's reasonably straight and nitro-approved! Try shoving foes into the gas station for hilarious consequences!

Checkpoints 8 and 9 (Shortcut): There's a great shortcut to try at checkpoint 8; skid sharply right, ignoring the main (yellow) route GPS markings, and enter the open High Grove gates. You can shave a couple of seconds off your time before rejoining the throng—just be sure to brake when making those sharp turns during the shortcut.

Checkpoints 8 and 9 (No Shortcut): If you miss or ignore the shortcut, use the straight road to nitro up, and watch for the unforgiving low wall on the right corner as you turn north; that's a great place to snarl a foe!

Checkpoints 10–13: You're back on the long park road with a lengthy right curve to navigate. The spacing of the checkpoints means moving onto the grass isn't viable. But shunting into trees is! Cut in through the fencing on your right as you approach checkpoint 14.

Checkpoints 14–17: The road becomes a four-lane freeway with some cross-town traffic that may get in your way. Stay to the middle, cutting in on the corners, and nitro to the last checkpoint and a hopeful victory!

03_MOUNTAINEERS

Starting location / BOTANICAL GARDENS

Vehicle / Zusume R

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 14

TIME TO AIM FOR: 02:13 BEAT THIS: 02:05 (Alexandre Brisebois)

Checkpoint 1: You're heading north from Parker Square into Pawnee. Slam your foe to the left, into oncoming traffic. Then take the long right turn up to the second checkpoint.

Checkpoint 2: Just before checkpoint 2 is a steam pipe. That, plus oncoming traffic, can cause havoc for those behind you, so try nitroing here first to avoid getting caught in the carnage. Head down the hill, staying to the right (which is faster and doesn't feature oncoming traffic. Ignore the metal ramp to the right, though).

Checkpoints 3–5: Ignore the shortcut on your left that heads through Crazy Moose Inn; it's far too narrow to be helpful and slows you down. However, it does help avoid the steam pipe just before checkpoint 3 and the two road tunnels. Weave through the tunnel pillars if you want to keep the quickest path through the corners.

Checkpoint 5 (Shortcuts): Just after checkpoint 5, you have a choice of roads; the right one leads down to Pawnee beach and is a little quicker than the left, upper path. Plus, the upper road has a steam pipe that can hinder your progress (or wreak havoc if you hack it).

Checkpoints 6–9: From the covered bridge at checkpoint 6 to the nitro-fueled straight of the main Pawnee road through checkpoint 9, expect a steam pipe battle and no shortcuts!

Checkpoints 10–14: Continue along the main road out of Pawnee, ignoring side trails, as they don't lead to the remaining checkpoints. The last steam pipe chance is between checkpoints 11 and 12. After that, cut in on the shoulders and increase your speed as you take the winding final road up to the finish line at Blume's headquarters.

04_RAILROADED

Starting location / Under the Freeway, South Parker Square

Vehicle / Kodachi

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 17

TIME TO AIM FOR: 02:53 BEAT THIS: 02:45 (Daniel Batoff)

Starting on the dirt under the freeway, you quickly ride up onto the rail tracks, which is where the first bout of aggressive driving takes place. Attempt to jostle foes into walls and the upcoming train station, and hit that nitro hard!

Checkpoints 1–3: Stay right as you reach the station, as there's usually an oncoming train to your left. Continue to move at extreme speeds through checkpoint 2, another train station (keep right), and checkpoint 3. Then quickly decide which shortcut you want to take.

Checkpoint 4 (Shortcut 1): Stay to the right (this is a tight squeeze if there's a train heading in the same direction!) and launch up the ramp and onto the freeway, which is a much shorter route to checkpoint 4. The GPS router adds some time to your lap, so take it only if you must.

Checkpoint 4 (Shortcut 2): Or, stay to the left of the tracks, pass under the freeway, and immediately swing right, onto the dirt trail parallel to the freeway; there's a jump onto the freeway at the end of it. This is slightly quicker than the previous shortcut. With either route, crash through the fence (don't use the jump, which slows you down) to return to the tracks and checkpoint 4.

Checkpoints 5–8: This is a slightly terrifying series of turns along the elevated L-train tracks and over the bridge. Weave around trains (or hack them to stop and delay your foes), and use your nitro if you dare! When you see the chevrons, drop onto the traffic bridge (which you can also raise to delay enemies); if you stay on the train tracks, you miss checkpoint 8.

Checkpoints 9 and 10: There's a right and left turn to checkpoint 9, a left turn to cut in on (use the left sidewalk), and a short tarmac hill up to checkpoint 10. Then you're into the traffic tunnels; stay right to avoid oncoming traffic if you don't trust your weaving skills.

Checkpoints 11 and 12: Swing left on the way up to checkpoint 12. You can drive up the metal stairs on the left, just after checkpoint 11, but this slows you down and makes reaching 12 more difficult. After that is a long straight, past a steam pipe you can detonate.

Checkpoints 13 and 14: Make a sharp right corner, under the L-train. Use a nitro, and stay to the middle-left of the road so you don't hit any of the pallets and other obstacles (you're only likely to strike a road works sign). Watch for another steam pipe as you head off the main road to checkpoint 14.

Checkpoints 15–17: Enter the pedestrian alley and move slightly right, through the garage. Watch for cross traffic as you emerge. Now it's simply a matter of utilizing all your nitros and racing to the finish; there's a jump (steer to the left so you don't lose speed by jumping), a steam pipe, and a final jump (stay on the ground for the same reason).

BRANDON DOCKS

05_ENDURANCE

Starting location / EAST ON THE RAILROAD TRACKS

Vehicle / Kodachi

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 15

TIME TO AIM FOR: 03:50 BEAT THIS: 03:41 (Thomas Di Tota)

Checkpoint 1: This course features a few more jumps than normal and a vehicle that can easily take a spill, so remember to keep tapping the Respawn button if you're sent flying! Start by hanging back or zooming along the railroad track, through checkpoint 1.

Checkpoint 2: There's a jump, then checkpoint 2, then a jump again. It's usually okay to use the jump, as the road has cross traffic and you don't lose too much speed. Don't overshoot the second jump, as there's a relatively sharp right corner to take as you land.

Checkpoints 3 and 4: Slow down (or practice this corner) as you pass through checkpoint 3; the tracks are narrow with walls on either side. Then accelerate after the corner, using a nitro as you power through checkpoint 4, watching for cross-traffic just beforehand.

Checkpoint 5: There are many shortcuts to take between checkpoints 4 and 6. If you don't want the risk, remain on the rail tracks, taking a long left turn to checkpoint 5. Afterward, you can remain on the tracks or lean right and head down to the road, off the GPS course.

Checkpoint 5 (Shortcuts): Or, there's a container ramp about a second after you pass checkpoint 4. Position the jump correctly so you land on the left side of the parking lot, and squeeze past the concrete building. Then zigzag up the side road (there's a steam pipe here to waylay pursuers).

Checkpoint 5 (Shortcuts): Stay to the right, and you reach the railroad. Take a sharp left so you're back on course for checkpoint 5. Or, just after the steam pipe, you can skid left, up a shortcut dirt path to checkpoint 5, which sets you up for a second shortcut down on the main road.

Checkpoint 6: Everyone is heading east but may be using the railroad or the main road below and right of it. The GPS route (the railroad) ends in a jump or a continuation along the railroad all the way to checkpoint 6. The jump is slower than taking the street, which is wider but has a steam pipe.

Checkpoint 6 (Shortcuts): Just after the steam pipe, you have two chances (container jumps) to fly into the container yard, which is the only option if you ignored the GPS course. Take the farther of the two jumps, as the subsequent two ramps inside the container depot are more direct to checkpoint 6. As you hit the grass, watch for the burned-out car!

Checkpoints 7 and 8 (Shortcut): Stay to the right of the ramp just before checkpoint 7, as it slows you down. Then pick either the rail bridge or the ramp over the river; the latter is a shortcut, but both paths are relatively straight. Land on the lower road and scoot left as you line up for checkpoint 8.

Checkpoints 9 and 10 (Shortcuts): Swerve left just after checkpoint 8, and line yourself up for a container jump, which is slightly quicker than taking the GPS left turn. The paths now merge. Stay left of the carrier you can hack (as a rival can drop it on you!), and zoom under the freeway bridge, through checkpoint 9, and into the coal yard and checkpoint 10.

Checkpoints 11 and 12: Stay on the yard (ignore the right turn and dip just after checkpoint 10), following the main dirt road to the jump down to the metal bridge; stay left but watch for traffic. Ignore the railroad on your left, and stay on the main road, keeping to the middle to avoid traffic. Then lean right just before the bridge so you're back on the railroad tracks. Follow them to checkpoint 12.

Checkpoints 13–15: Cut in on the grass to the right as you corner, just after checkpoint 12. You're through the worst of it! Now comes a nitro-filled blast along the tracks. Aim for the remaining checkpoints, and line up for the massive container jump across the river to the finish.

06_FREEWAY FORCE

Starting location / Papavero

Vehicle / PERFORMANCE // PAPAVERO

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 10

TIME TO AIM FOR: 02:47 BEAT THIS: 02:40 (Alexandre Brisebois)

Checkpoint 1: The vehicle you're in is fast, so expect high-speed collisions and frightening interactions with oncoming traffic. For the first checkpoint, though, accelerate hard or hang back and wait for others to make a mistake.

Checkpoints 2 and 3: The freeway is reasonably sealed as a roadway, so concentrate on accelerating and picking a side just after checkpoint 2. Left leads to oncoming traffic but is slightly quicker than right, which involves missing a parked cement truck and a ramp back onto the merged freeway at checkpoint 3.

Checkpoints 3 and 4: Try to maintain a good racing line as you continue along the freeway, bumping foes into oncoming traffic if you can. The off-ramp to the right is the GPS course, but the shortcut is on the left; both merge soon afterward as you head into the Wards with a left turn to checkpoint 5.

Checkpoints 5 and 6: As you head west toward checkpoint 6, there's a ramp to take. Stay on the right and avoid the possible enemies snarling up the area, then quicken your pace through the fence and onto the main GPS road. Minimize your swerving as you head under the L-train to the checkpoint 6 at Quickie's (and a steam pipe to watch for).

Checkpoints 7 and 8: The freeway takes you north into Parker Square. Stay on the main GPS road through checkpoint 7, and ignore the ramp through the building balcony at checkpoint 8; there's a sharp right turn afterward you don't want to overshoot.

Checkpoints 9 and 10: Just after checkpoint 9 is the final freeway; the entrance before the bridge you drive over leads you into oncoming traffic, but it's quicker! Chance it if you want a quick time. Then simply nitro and avoid traffic (and a steam pipe) all the way to the finish, near SoSueMe's mansion.

07_OPEN ROAD

STARTING LOCATION / TIDIS WAREHOUSES

Vehicle / Amargosa Turbo

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 11

TIME TO AIM FOR: 02:26 BEAT THIS: 02:20 (Daniel Batoff)

Checkpoint 1: In the initial jostling for position, there are two places to shove a foe: into the guardrail to your left or into a tree on your right; both can really put a foe down for a few seconds as you pass through checkpoint 1.

Checkpoints 2 and 3: Stay on the main road as you accelerate through checkpoint 2 on a long left turn, which sharpens at checkpoint 3 and the Quinkie's. After passing under the freeway bridge and turning right, the path splits.

Checkpoint 4: You can head right, remaining on the winding tarmac road that heads down to a rocky bank where the shortcut culminates in a strong left turn through checkpoint 4. Head under the bridge, and make another shortcut choice at the next set of traffic lights.

Checkpoint 4 (Shortcut): Or, you can head left, up the road that winds around to the right, and a narrow straight through some industrial buildings, finishing with a drop down off a rocky bank and back onto the GPS course. This is a great place for a nitro (if you're early enough), but the narrow space is risky if others are cramming in.

Checkpoint 5: Head left up the road, skidding right at the Pharmingtons on the corner. With a possible nitro, head with a right diagonal racing line, aiming for checkpoint 5. Take a straight line at the corner under the L-train tracks, passing left of the support strut. Stay right of checkpoint 5, up the dirt and hill heading right.

Checkpoint 5 (Shortcut): Or, you can aim right at the traffic lights just past the bridge, heading right of the bus stop and tree, across the grass, and down a block to the L-train elevated tracks. Skid left and drive under them, then merge back onto the main GPS course, cutting in hard on the right as you pass checkpoint 5.

Checkpoint 6 (Shortcut): It's generally unwise to remain on the road when reaching checkpoint 6; head right onto the rail tracks immediately, watching for the rusting engine and edge of the bridge as you race (and nitro) down to checkpoint 6, back onto the road.

Checkpoint 7: Remain on the main road for the long right turn. When you drive under the bridge, stay to the left; avoid the intersection traffic and move onto the grass, avoiding trees and staying right of checkpoint 7. Choose either lane as you cross the bridge (oncoming is quicker but more dangerous).

Checkpoints 8 and 9: You're following the sharp right turn in the road and the larger main thoroughfare, over a bridge and through both checkpoints, remaining on this wide road and using your nitros as you position yourself for victory. Cut in on the corners when you can.

Checkpoints 10 and 11: There are two right turns you can choose from; the farther one (the GPS route) isn't quite as quick but requires less braking and is recommended over the shortcut. The shortcut is a right turn just before this. Either is fine to pick, so use the route with fewer foes.

08_SLUM RUNNERS

Starting location / Boat Yard and Railroad Tracks

Vehicle / Vespid 5.2

Difficulty:

NUMBER OF LAPS: 3

NUMBER OF CHECKPOINTS: 6

TIME TO AIM FOR: 02:25 BEAT THIS: 02:17 (Chris Finlay)

Checkpoint 1: There's more jostling for position than in most races here, due to the relatively narrow road and wide vehicles. As you've three laps to traverse, you may wish to initially hang back while the shunting takes place. Or aim for a rival and knock them into the rough terrain, passing checkpoint 1.

Checkpoint 2: This checkpoint is on a bridge, just after a right turn with no real shortcut accessibility. Remember you need to line yourself up by heading to the right slightly, as you pass through this checkpoint.

Checkpoint 3: There's another right turn before this checkpoint and a possible shortcut through the fencing (just after the bridge and checkpoint 2) and across the grass. But this is dangerous, and a proper turn on tarmac along with a nitro is both faster and safer.

Checkpoint 4: At the next right turn, try to maintain a racing line diagonally toward checkpoint 4, which is around the left bend behind the warehouse. Don't head into the warehouse through the flashing chevrons, or you'll be off course. But this is a good place to shunt a foe!

Checkpoint 5: The right corner before this checkpoint is the nastiest turn of the race and comes up sooner than you'd expect (you're not driving to the bridge you can see ahead of you). The corner is also a problem, as there are concrete barriers on both sides, meaning an exact racing line is needed; bash foes here if you can.

Checkpoint 6 (Shortcut): Between checkpoints 5 and 6, there's an area of rail tracks and fencing you can drive over, as long as you avoid any concrete blocks and trees; stay on the road's right side (but don't hit every fence section, as that slows you down) until you wish to merge, usually at the final checkpoint.

THE LOOP

09_CUTTING CORNERS

Starting location / Hollenkamp Station

Vehicle / Carrozza

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 12

TIME TO AIM FOR: 02:20 BEAT THIS: 02:10 (Thomas Di Tota)

Checkpoint 1: This track has a load of shortcuts, mostly at the beginning of the race. The slim and boxy vehicle is perfect for such maneuvers, but don't underestimate the easier steering you can achieve on the wider main course. Start with a right turn as you follow the L-train tracks and through checkpoint 1.

Checkpoint 2 (Shortcut): Scoot left at the first alley you can to enter a shortcut. The main GPS path turns left soon after. There's three blocks of alleys you can head down before you must make the right turn to reach checkpoint 2.

Checkpoint 2: Or, you can stay on the GPS path, optionally driving on the left, through the rectangular sculptures, and getting a straight shot to the checkpoint. Watch for infrastructure hacks along the way.

Checkpoints 3 and 4 (Shortcut): After checkpoint 2, take the shortcut down the left alley, but don't overshoot as you reach a main street (with the scaffolding on your left). Turn left so you don't miss checkpoint 3. Then take the GPS route to checkpoint 4, using the sidewalks to cut in on every corner.

Checkpoints 5–8: The GPS route takes you through an alley where you must crash through city hall and out the other side! Watch the side walls, and as you emerge a block from checkpoint 8, skid left, and then cut across the concrete and low bushes on the right of the junction, setting yourself up for checkpoint 8.

Checkpoint 9 (Shortcut): This allows you to use the alley shortcut running along the left side of the main GPS path. Stay to the right as you launch yourself up the steps; staying left means you're likely to hit the building jutting out. Make a left after the cafes, back on the main road at checkpoint 9.

Checkpoint 10: Now comes a main road chicane and jump; ignore the ramp on the right, as it just slows you down. Instead, nitro and weave through the chicane, under the L-train tracks. Ignore the side roads on your right; your speed is greater if you keep going down the GPS route.

Checkpoint 10 (Shortcut): Or, you can throw caution to the wind, launch off the ramp, barrel over the stepped plaza on your right, and take the right shortcut.

Checkpoints 11 and 12: At checkpoint 10, swing left, follow the road for a block, skid right, and then nitro to the finish.

Checkpoints 11 and 12 (Shortcut): Or, head through the open garage and down the narrow side road (with a steam pipe), which bends to the left and requires you to cut in on the right when passing through checkpoint 11.

10_HOME RUN

Starting location / ROAD BETWEEN ELEVATED FREEWAY AND RIVERSIDE PARK

Vehicle / Livraga 350

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 13

TIME TO AIM FOR: 02:57 BEAT THIS: 02:52 (Jean-Daniel Villeneuve)

Checkpoint 1: Fast cars mainly on tarmac is the plan here, with a wide road to start and some shortcuts that require hacking rather than swerving to reach. Begin by jostling through checkpoint 1, readying for the first left turn.

Checkpoint 2: Take the turn under the freeway bridge to the left, but don't hit the guardrail and grass, as you may lose speed. Pass through checkpoint 2, and ignore the chevrons pointing left; that course isn't as precise as the GPS one you're currently on.

Checkpoint 3: Skid left, using the sidewalk on the left as you go, and line up for a hard right a block later. Optionally open the garage doors ahead of you (or hack them closed if a foe tries this shortcut). Follow the road through two sets of lights, and prepare for some nasty collisions with cross-traffic as you go (and hack the lights).

Checkpoints 3 and 4: Once you're past checkpoint 3, take the main road through more traffic lights and a possible shortcut to the left, just as you reach the elevated L-train tracks. That shortcut (where you drive under the L-train for two blocks, then make a right and accelerate to reach checkpoint 3) isn't as quick as the GPS route, though it might be quieter. Watch for steam pipes on the GPS route as you head to checkpoint 4.

Checkpoint 5 (Shortcut): Head through the open garage shortcut and make an immediate sharp right; it's quicker than the GPS route. Ignore the alley on your left afterward; it's better to head back to the main route and wider road as you position yourself to hit checkpoint 5.

Checkpoints 6 and 7 (Shortcut): Head onto the elevated freeway, maintaining a good racing line without veering too much into oncoming traffic. When you see a split in the freeway, steer left and then left again, down the on-ramp and up the other side—the quickest way to reach checkpoint 7.

Checkpoints 8–10: Head toward May Stadium. Beware of the steam pipe before checkpoint 8 and the lights just afterward. Then there's the possibility of blockers as you maneuver around May Stadium! Stay on the edges of the roads, but don't head off the GPS path. Keep this up as you reach checkpoint 10.

Checkpoints 11–13: Head up the right turn hill, make a sharp right at the top, through checkpoint 11 and another steam pipe, and avoid more blockers at the end of the street before the right turn. Then it's simply a matter of avoiding a final steam pipe and accelerating (and nitroing) to the finish.

11_THROWN FOR A LOOP

Starting location / UNDER THE L-TRAIN TRACKS

Vehicle / Sayonara

Difficulty:

NUMBER OF LAPS: 2

NUMBER OF CHECKPOINTS: 16

TIME TO AIM FOR: 03:02 BEAT THIS: 02:50 (Daniel Batoff)

Checkpoint 1: This course has almost no shortcuts and no alleys to head down, despite the multitude of side streets; the checkpoints aren't set up to allow this, so you're focused on avoiding enemy hacks and bashing foes off course. Begin with a cut in on your right at the first corner.

Checkpoints 2–4: You head left a block after checkpoint 2. Swerve and line up for the ramps and chicane; dodge the ramp if you don't want to slow down in the air, or stay to the right if you want to avoid a potential snarl-up on the ground.

Checkpoints 5 and 6: Watch for cross-traffic as you zoom up the street, make a sharp left (use the sidewalk corner), and fly through checkpoint 5. The ride gets a little more terrifying at checkpoint 6, with a winding road down to the elevated freeway; slow and avoid traffic—commuters and bikers alike.

Checkpoints 7 and 8 (Shortcut): Cut in to the left, just as you ride under the freeway and through checkpoint 7. Then try a relatively cunning shortcut by leaning to the right of checkpoint 8, through the freeway support pillars, across the grass and hedge, and cut the road junction out entirely.

Checkpoints 9–12: The access road between checkpoints 9 and 10 is narrow and is the perfect place for ramming foes and causing them to lose control. Once you're out on the cobblestone street, pass through checkpoint 11 and cut across to the left if there are no obstacles. You reach checkpoint 12 more quickly, though it's more dangerous.

Checkpoints 13 and 14: Nitro down past the traffic along the main road and take a sharp left at the chevrons, before the steam pipe (which no one should hack, as it's technically off the course). Weave right, then left through checkpoint 14 as you head under the L-train tracks. Watch for metal supports as you go!

Checkpoints 15 and 16: Weave left and then right through the chicane of pallets, and complete your lap. Don't rest yet; there's another one to go! Save your nitro for the right corner as you reach checkpoint 2 again.

12_UP AND UNDER

Starting location / L-TRAIN TRACKS, CENTRAL LOOP

Vehicle / 336-TT

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 19

TIME TO AIM FOR: 02:57 BEAT THIS: 02:48 (Daniel Batoff)

Checkpoint 1: The road is wide, but an immediate steam pipe can cause a violent beginning to any race; try to steer to the sidewalk, preferably the left side so you can cut across the corner and down the road to checkpoint 1.

Checkpoints 2–5: Nitro over the opening bridge. Then land and dash at top speed through the tunnel, the elevated freeway over the water, and a second tunnel leading into Parker Square. There's plenty of time to shunt foes into traffic or the central pillars.

Checkpoints 6–9: As you approach checkpoint 6, watch for the steam pipe. Then head along the road through the lights and into and out of Parker Square. Start maneuvering around the edge of the park in a clockwise route. Checkpoint 9 is at the cemetery's southern edge (on your left). Use the edge of the sidewalk and grass, but watch for those sturdy trees!

Checkpoints 10–12: There's more time for a nitro as you travel this long right turn, ending in a downhill dash, passing a steam pipe, and going through checkpoint 12, into the traffic tunnel. Watch for traffic and overzealous rivals.

Checkpoints 13–16: Keep a good racing line through the linking freeway back into Mad Mile, watching for the rising bridge and a quick right bend as you race under the L-train tracks at checkpoint 15. Keep your speed up as you reach a sharp right corner; take it on the right verge, pass another steam pipe, and hit checkpoint 16. Although you might be first, there's cross-traffic to watch for at some of the intersections, especially after checkpoint 16!

Checkpoints 17–19: Head over another bridge, through checkpoint 17, and cut in early at the sharp right turn; it arrives earlier than you think based on the chevrons ahead of you! Zigzag through the road near checkpoint 18, avoiding traffic as you make a final right turn. Pass the last steam pipe (a frantic last bash into the central sculpture pillars is also possible) and cross a final bridge and the finish!

MAD MILE

13_MAD STREETS

Starting location / MAJOR Road

Vehicle / Sunrim

Difficulty:

NUMBER OF LAPS: 1

NUMBER OF CHECKPOINTS: 17

TIME TO AIM FOR: 02:08 BEAT THIS: 01:51 (Daniel Batoff)

You begin heading north along a wide thoroughfare. Watch for a commuter car moving right to left. Hopefully someone else hits it and not you! Save your infrastructure hacks for the steam pipes; there are a few along the route.

Checkpoints 1 and 2 (Shortcut): Just after checkpoint 2, there's a sharp right shortcut (turn left after a block to rejoin the main route). During the mayhem of this initial part of the race, this shortcut can be a great idea.

Checkpoints 3–5 (Shortcut): A block north of checkpoint 3 is the first steam pipe that's worth exploding; avoid it if you aren't detonating it. Then head under the L-train tracks to reach checkpoint 5. Cut right across the park, avoiding the two stepped ramps if you want a shortcut to checkpoint 5.

Checkpoints 6–8: Head under the freeway, using the grassy bank on the road's left to line yourself up with checkpoint 6. Then it's a long straight road (use your nitro) and another nasty steam pipe after the lights, just after checkpoint 8.

Checkpoints 9–11: Take the grass to the left if you need to cut in as everyone makes a sharp left turn to checkpoint 9. After that, cut in on the right corner sidewalk as you head under the L-train tracks again, through checkpoint 10. Skid left to reach 11.

Checkpoints 12 and 13 (Shortcut): Line yourself up with the diamond-shaped block ramp in the roundabout area, and watch for another steam pipe (or detonate it) before a sharp left turn and a nitro-filled acceleration through checkpoint 13.

Checkpoints 14–17: Turn right as you pass through checkpoint 13 so you cut in on the right turn and avoid the concrete-planter-filled park on your left. Use the GPS route to drive through the remaining checkpoints; although there are side roads to try, they aren't as wide and don't save any time. Watch the steam pipe just before the sculptural jump before the finish (you might wish to nitro and miss the ramp, as the jump through the air can slow you down slightly).

14_RETURN TO THE ISLAND

Starting location / UNDER THE MAD MILE L-TRAIN

Vehicle / Scafati GT

Difficulty:

NUMBER OF LAPS: 3

NUMBER OF CHECKPOINTS: 10

TIME TO AIM FOR: 02:23 BEAT THIS: 02:17 (Chris Finlay)

Checkpoint 1: A powerful vehicle and sharp corners make this a hair-raising race experience. The initial road is wide enough to avoid most of your foes' attempts to thwart you. Try moving into the right as you take the first corner, narrowly missing the brown L-train support.

Checkpoints 2–4: Move to the left as you approach the left corner just after checkpoint 2. Then keep your car relatively straight through the winding road and right turn up to checkpoint 4; let your wheels touch the sidewalk on each side as you make a perfect racing line, cutting in tight on the right just before checkpoint 4.

Checkpoints 5 and 6: You can really cut in on the right side just after checkpoint 4. Scrape the right side of your car against the tree, just missing the lamppost on the left, and then utilize a nitro as you whistle down the long straight. Stay to the right; the racing line is better and there's no oncoming traffic (though vehicles are great for shunting foes into!).

Checkpoints 7 and 8: Approach the first bridge by keeping to the right, as you start a very long right turn. Stay on the right as you pass checkpoint 8, driving just left of the concrete bases of the L-train supports. You can drive between the supports, but that's dangerous. Hit the bridge at full speed.

Checkpoints 9 and 10: Complete your lap with a nitro and stay in the middle of the road, avoiding the piles of boxes in the makeshift chicane as you go. These are the last areas you can shove an enemy into before the lap begins again. Don't expect to gain any ground finding shortcuts in this race.

MISSION REWARDS (PER RACE)*

1st: NOTORIETY POINTS GAIN (MAJOR)
2nd: NOTORIETY POINTS GAIN (MAJOR)
3rd: NOTORIETY POINTS GAIN (MINOR)**
4th: NOTORIETY POINTS GAIN (MINOR)**
5th: NOTORIETY POINTS LOSS (Minor)***
6th: NOTORIETY POINTS LOSS (Minor)***
7th: NOTORIETY POINTS LOSS (MAJOR)
8th: NOTORIETY POINTS LOSS (MAJOR)

* Assumes all racers have a similar notoriety level.

** Depending on the Notoriety level, these could be losses if you have a high Notoriety and your rivals' are significantly lower.

*** Depending on the Notoriety level, these could be gains if you have a low Notoriety and your rivals' are significantly higher.

MISSION REWARDS (Unlocks)

COMPLETE 9 ONLINE RACES: Livraga LE (Vehicle)
COMPLETE 10 ONLINE RACES: Superhighway (Achievement)

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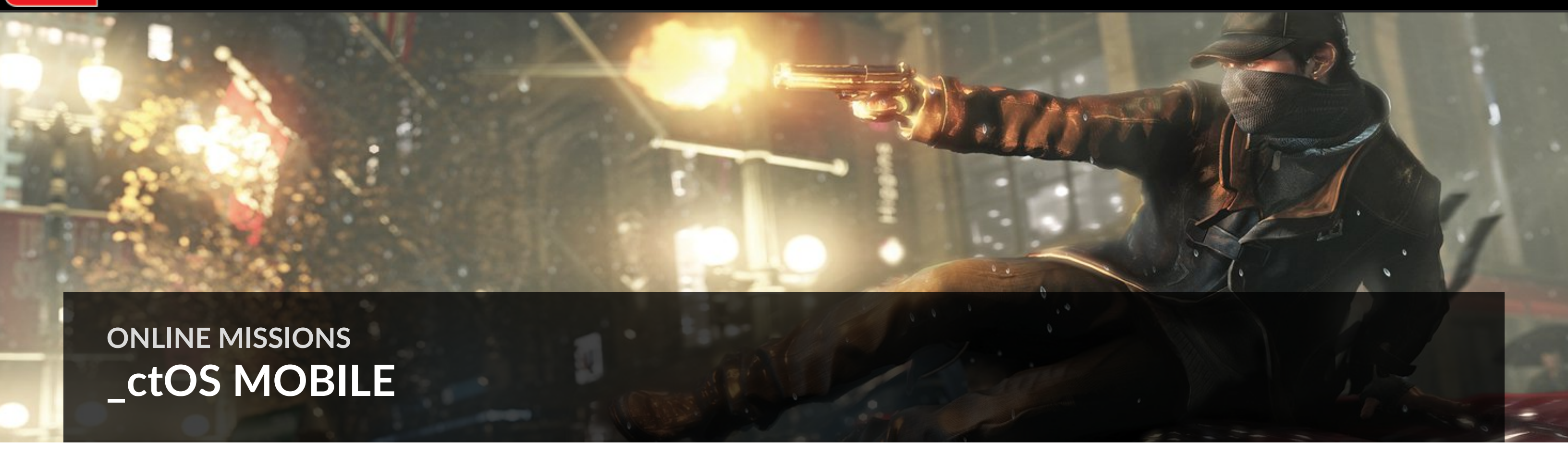

ONLINE MISSIONS

_ctOS MOBILE

1 versus 1

OBJECTIVES (APP PLAYER)

Do not let your opponent reach checkpoints

OBJECTIVES (WD PLAYER)

Reach every checkpoint before time expires

ctOS MOBILE // OVERVIEW

ctOS Mobile is an entertaining 1-vs-1 game of cat and mouse where one player (utilizing the ctOS Mobile App on a list of approved smartphone and tablet devices) takes control of the Chicago police, accesses a member of the Watch_Dogs community on PC or console, and challenges them to reach a series of checkpoints within a time limit. This is a great way for the WD player to accrue Notoriety, XP, and cash, and the App player to gather XP and unlock several unique App-only achievements.

Tip

Download the ctOS Mobile App for iOS or Android right now!

Note

From this point on, the two players will be referred to as App Player (the player using the ctOS Mobile App to control the police) and WD (Watch_Dogs) Player (the player on console or PC, driving to avoid the police).

There are two game types the App Player can challenge the WD Player to: Races and Free Rides.

OVERVIEW /// Race and Free Ride Challenges

There are 13 Race and 13 Free Ride courses to choose from, making a total of 26 courses.

Both Challenge Types: The App Player controls the police and any ctOS-powered devices (infrastructure hacks) on the road. They use the hacks and summoned police vehicles to stop the WD Player from reaching the checkpoints. The App Player wins if they stop the WD Player from reaching the last checkpoint within the time limit. The App Player loses if the WD Player reaches the last checkpoint. There is no difference to the overview of the App Player's maps during a Free Ride or a Race.

Free Ride (WD Player): The GPS marker is off. The WD Player must rely on knowledge of the area to reach each checkpoint (and quick checks of the map), making these challenges more difficult. Also check the map for Time Bonuses, which help add seconds to this fraught and frantic evasion!

Race (WD Player): The GPS marker is on; a yellow arrow route is visible to the WD Player, leading to the next checkpoint. As usual, there are off-road and alley shortcuts, but these challenges are slightly easier.

CTOS MOBILE APP // ONSCREEN INFORMATION

/// Challenge Display Screen

Learn how everything is displayed in the following screen, showing a challenge in progress. Most numbers refer to the menu bar and the action on the map. This shows a fully unlocked screen, after expenditure of Skill Points.

Spotlight: This is what the spotlight looks like; in the game, your sniper shoots down at the target and the car is lit up (which can hinder your foe's driving, especially in the dark).

Helicopter Unit: This is your main unit, and the focus of your movements in all challenges. The menu shows the Helicopter skills you've unlocked (and can use during a challenge if you have the points).

Available Unit: There are five police unit tiles here; this is the maximum number of ground units you can place at once, assuming you have enough points. You can place as many or as few units as you like, from the following:

Patrol Car (1 Point): A basic police car that chases and attempts to cut off the target.

Interceptor (3 Points): A faster and more aggressive police car.

SUV (6 Points): A tough and speedy SUV that's even more aggressive.

SWAT SUV (9 Points): Extremely aggressive and fast, with Enforcers to tackle the foe on foot.

Available Unit (Placement): You can't place a unit within a certain radius of the target, so once you've bought a unit, drag and drop it where you think the target is headed, or use it to coax them in a certain direction.

Checkpoints: The number passed and total number to reach are shown here, as well as the one the target is heading toward and any others on the section of the map.

Timer: This shows how much time there is left; when it reaches 00:00, the challenge is over. The target receives a time extension when the following occurs:

A checkpoint is passed.

A time bonus is passed. These are sometimes off the main path, so watch for your foe veering off to reach them.

Bonus Cash: These are optional pickups for the target and are worth $200 per pickup. If the target gets greedy, trap them with units and infrastructure hacks, and watch for them veering off paths to reach these icons.

WD Player: This appears as a red vehicle or a dot with a directional arrow when the target is on foot.

Infrastructure Hack: You have access to the ctOS infrastructure and can hack traffic lights, blockers, bollards, spikes, and steam pipes. Use these tactically to force a foe down a side street where your units are or to slow them down or cripple the target's vehicle.

Electronic Boards: Hack into any of these signs and write a message to distract and annoy your target!

Tip

Remember that any ground unit can be "redispatched" if you tap the stopwatch button that appears on the unit's tile. This occurs when a police vehicle is too far from the target (perhaps caught by an infrastructure hack) and allows you to quickly reposition the unit at a better angle.

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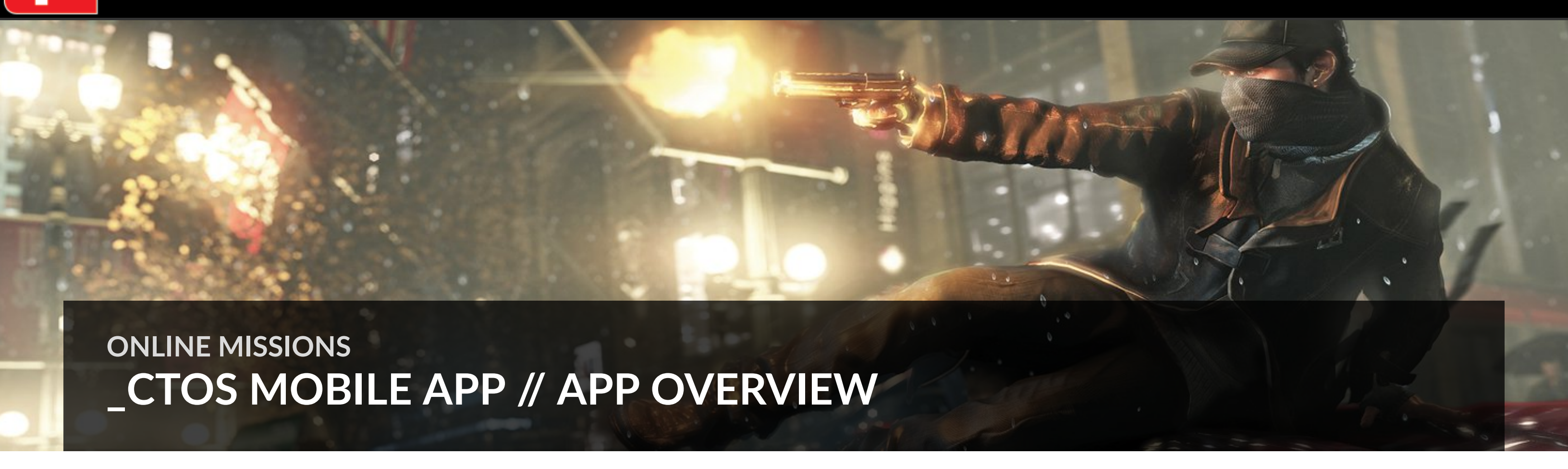

ONLINE MISSIONS

_CTOS MOBILE APP // APP OVERVIEW

Once you begin your ctOS Mobile App experience, there are several tiles to familiarize yourself with. The most important of these is your profile, where you can view your Experience and Skill Points, along with achievements that you gain and unlock. This progression is independent of those points gathered in the main game.

Note

The following assumes you've followed the instructions on the ctOS App, viewed the tutorials, checked out the options, and found contacts among your friends after logging on to your UPlay account.

CTOS MOBILE APP /// Profile

The Profile tile shows your current XP (near the purple circles), along with the level you've reached on this App (in the circles). To the right are the number of Skill Points you can spend to unlock more abilities for your police forces.

/// Experience Points (XP)

You gain XP each time you play. When you cross an XP threshold ("leveling up"), you are rewarded with a Skill Point.

App Player: The exact number of XP you need to level up is shown in the Appendices.

WD Player: You gain 1,000 XP if you win the game and nothing for losing; this is a great way to increase your single-player XP (and the Skill Points awarded as you level up) in the main game!

/// Skills

Spend Skill Points to unlock abilities for your different police force units. There are four skills to upgrade each unit type. The first skill costs one point, then two, three, and the fourth skill costs five points.

Note

Any increase in driver competence turns a Veteran into an Elite. Weaponry is the same as the guns carried in the single-player mode.

/// Achievements

You can also gain skill points by unlocking achievements unique to the ctOS Mobile App while you play. A complete list of achievements is shown in the Appendices.

//// Patrol Car Skills

Level	Skill Points Needed	Skill Name	Description
1	1	Chassis Reinforcement	Increases the durability of the patrol car.
2	2	Better Driver	Improves the efficiency of the driver.
3	3	SWAT	Replaces the regular officer with SWAT officers.
4	5	Shotgun	Upgrades the SWAT driver with a shotgun.

All are worth your time, as this makes the vehicle more aggressive and the driver an Elite officer brandishing a devastating close-quarter weapon.

//// Interceptor Skills

Level	Skill Points Needed	Skill Name	Description
1	1	Better Driver	Improves the efficiency of the driver.
2	2	Chassis Reinforcement	Increases the durability of the patrol car.
3	3	SWAT	Replaces the regular officer with SWAT officers.
4	5	Shotgun	Upgrades the SWAT driver with a shotgun.

This offers the same upgrade skills as the patrol car, albeit in a slightly different order. You may favor fewer vehicles of a higher quality, so concentrate on these skills over the patrol car.

//// SUV Skills

Level	Skill Points Needed	Skill Name	Description
1	1	Dispatch SUV	Unlock the SUV to dispatch
2	2	Bumper Reinforcement	Increases the ramming strength of the SUV.
3	3	Chassis Reinforcement	Increases the durability of the patrol car.
4	5	Cost	Reduces the Heat Point cost of the SUV.

Although you have to unlock this vehicle, and it costs six points to summon, its toughened nature and more doggedly determined driver can really annoy your target.

//// SWAT SUV Skills

Level	Skill Points Needed	Skill Name	Description
1	1	Dispatch SWAT SUV	Unlock the SWAT SUV to dispatch. Each car holds two Elite units with machine guns.
2	2	Heavy	Replace the SWAT officer with a heavy-armored Enforcer officer.
3	3	Better Driver	Improves the efficiency of the driver.
4	5	Cost	Reduces the Heat Point cost of the SWAT SUV.

Two Elites in the normal vehicle, upgraded to Enforcers with the necessary Skill Points, this might cost nine points to summon, but there's nothing better to take down your target.

//// ctOS Powers Skills

Level	Skill Points Needed	Skill Name	Description
1	1	Additional Dispatch	Add a fourth unit to be dispatched.
2	2	New ctOS Device	Unlock steam pipes. This ctOS device acts like a proximity mine.
3	3	Additional Dispatch	Add a fifth unit to be dispatched.
4	5	Boiling Point	Increases the speed of your helicopter's Heat Point collection while above your opponent.

Don't forget these exceptional skills to unlock, especially the ability to explode steam pipes and gather more Heat Points during the spotlight targeting.

//// Helicopter Skills

Level	Skill Points Needed	Skill Name	Description
1	1	Signal Boost	Increases the Wi-Fi range of your helicopter.
2	2	Elite Sharpshooter	Replaces the default sniper rifle from your sharpshooter with a more powerful one.
3	3	Autopilot	This auto-follows your target for a limited time.
4	5	Deadly Sharpshooter	Unlock the sharpshooter's precision shot. His next shot will be more efficient.

Your chopper is central to your operation, and making sure your sniper is the most competent he can be, as well as other helpful abilities, should be of paramount importance.

//// Skill Points Totals

To unlock all of the available App Skills, you need 66 Skill Points. There is a maximum Level of 50 to reach, which gives you 49 Skill Points. The remaining 24 Skill Points are given out after unlocking achievements.

/// Cash Totals

There are two different ways for the WD Player to obtain cash: One is by winning. The other is by collecting Bonus Cash checkpoints.

Each map has 10 Bonus cash checkpoints, each worth $200. If the WD Player wins the match, they are awarded with an additional $1,000. So in total, the WD Player can gain $3,000 from playing a ctOS Mobile App match. Furthermore, even if the WD Player loses, they keep the money they gained from Bonus Checkpoints. This is another great reason to accept ctOS Mobile App requests!

/// Challenge Editor

Don't forget the ctOS Mobile App has its own Challenge editor! This allows you to set a start point; checkpoints (up to 30); the initial timer; time extensions when reaching a checkpoint; and the time of day (dawn, dusk, or night), the weather, and whether GPS is enabled (making it a Race rather than a Free Roam).

Tip

Just like the Cash Run challenges you can make, position your checkpoints in easy-to-reach locations. Remember there are ramps (at least 40) across the city, and some allow you to leap across rivers!

Tip

Make sure you have friends test out the challenge to ensure it's possible to complete; don't space the checkpoints out too far, and keep the timer refills at each checkpoint relatively helpful to the player. When in doubt, study the maps already available and work out where they are.

Tip

Have some fun and place checkpoints near cliffs or infrastructure hacks. How about a course that visits all six districts? Make the weather count too; darkness impedes vision when the helicopter is shining down on the target. And even clear weather at dusk can be tricky if the target is driving into the sunset!

/// Notoriety Points

App Player: The App Player does not gain or lose Notoriety Points.

WD Player: If they lose the challenge without crossing a single checkpoint, they get –100 Notoriety. If they win the challenge—hitting every checkpoint—they get +100 Notoriety. There is a curve that gives them Notoriety based on how many checkpoints they finish—the point where they start gaining Notoriety is roughly when they finish 65% of the checkpoints. This is graded on a curve, so every checkpoint they cross is worth more than the last one, so you always have incentive to keep trying even if you don't actually finish a course.

Note

You do not receive any Progression Rewards in the main WD game from ctOS Mobile matches.

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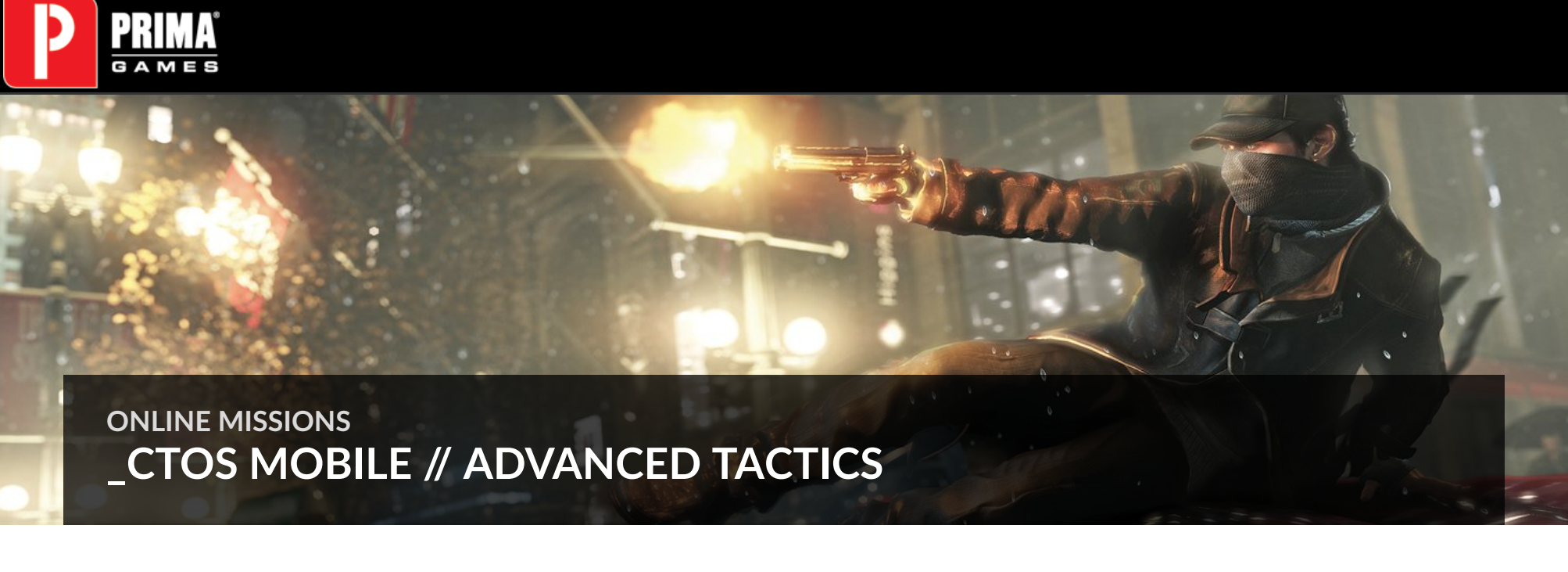

ONLINE MISSIONS

_CTOS MOBILE // ADVANCED TACTICS

By now, you should have followed the in-app tutorial and unlocked a few skills, challenged a few friends, and started to build up your levels and acquire skills. But what about some more advanced tactics?

ADVANCED TACTICS // APP PLAYER

/// Herding

You know the general direction the target is headed (to a checkpoint, sometimes via a time or cash bonus), so place units ahead so the foe is coaxed into changing direction down a more dangerous side street, ideally with infrastructure to activate. Round up the target with units behind and to the side, pushing to areas the target might get bogged down in (off-road, uphill, or in alleys). Don't let your target control the direction they are traveling in; only let them *think* they're in control!

/// Police Units in Hot Pursuit

Your different units have a single overriding advantage, so use them accordingly. The Interceptor is the fastest. The most aggressive at ramming are both the SUV and SWAT SUV. If the target is on foot, the SWAT SUV is great for taking the foe down, as the officer is armed with an assault rifle (or changes to a Enforcers with Skill Points). Don't forget to upgrade them with your Skill Points; they will be even more powerful!

/// Chopper Above, Panic Below

Maintain the pressure on the WD player by maintaining your helicopter above their head, for several reasons:

You gather Heat Points regardless of your other actions.

You give a line of sight for your sharpshooter to shoot at your opponent.

The helicopter's spotlight and the sharpshooter's laser sight stresses the target out and can make the road difficult to see during dusk or night matches.

/// Unit Management

There are some general rules to follow during a match to maximize your police potential:

Dispatch as many police units as you can and manage them properly.

Dispatch them in advance to make your target's path more complicated.

When a unit is too far away or too damaged, take it back to save Heat Points, and then redispatch them somewhere else.

Save Heat Points and replace a basic unit (like the patrol car) with a more powerful unit.

/// Infrastructure Hacks

Don't spend time just looking at the icons of every traffic light and blocker: Activate ctOS devices on the target's path! Anticipate your target's moves by activating infrastructure hacks before they are driven over. Arm traffic lights in advance to get the maximum blockage of cross-town traffic. Don't be afraid to arm two or three infrastructure hacks on your target's path to maximize your efficiency.

/// Spend, Spend, Spend!

At the end of a match, spend your Skill Points in the different skill upgrades; it makes a world of difference if your police units are fully kitted out and upgraded! Some key skills to unlock:

- **Steam pipes, which cost two points, but are well worth a detonation!**
- **Unlock the SUV and SWAT SUV for your police units as soon as possible.**
- **Increase the number of units you can dispatch from three to five.**
- **Exclusive power-ups for the helicopter (such as Auto Pilot or the Super Shot for the sniper).**

/// Check Your App Achievements

Consult the Appendices and read up on the description for completing every achievement; it's the only way to buy all the skill upgrades.

/// Console Yourself

Your Uplay account is flexible, and you can register (for free) to PSN and Xbox Live, and play against targets within those game console ecosystems and against PC gamers. Widen your net to all your friends, no matter what system they own! Then take them apart on your own created challenges.

/// Omnipresence

Use the Social Hack to brag, distract, or otherwise befuddle your opponent during a game (tap on the sign icon on your App hud and hack all the electronic signs, all over Chicago! Type in a message, possibly involving a zombie outbreak).

ADVANCED TACTICS // Watch_Dogs PLAYER

/// Any Faster, and We'd Be Going Back in Time

Travel as fast as you can. Then travel a bit faster; the whole purpose of the App Player is to slow you down between checkpoints. Keep up your speed and you finish more quickly; don't get distracted and slow down or lose focus. But also ensure you're not oversteering, missing shortcuts, and losing control of your car.

/// Cartographical Evidence

The maps presented in this guide show the locations of every checkpoint, time bonus, and cash bonus. Knowing where all of these are is extremely helpful, as you can create shortcuts to reach checkpoints. With time bonuses and cash, be aware that sometimes these are placed in areas excellent for shortcuts, while others could be traps (e.g., placed near a dead end). Remember there are Cash in Races and Cash and Time in Free Ride matches.

/// Aggressive, Not Passive

Aggressive driving is encouraged at all times, with regards to the police. Remember you have your own infrastructure hacks, so shutting down traffic lights or steam pipes before they are used against you is a great idea. Better yet are all the escape tactics you've learned during your single-player outings. Attack the helicopter when you get the chance (shooting the sniper or disabling it), which stops Heat Points from accumulating.

/// Crafting a Victory

Don't ignore the excellent potential of Jam Coms, which in these matches actually stops the police from being dispatched! Also try your luck at Blackouts (or ramming or shooting ctOS boxes), which stops the App Player from using infrastructure hacks.

/// Climb Every Mountain

Exploration is another key to victory. Drive onto sidewalks to dodge infrastructure dangers such as blockers or steam pipes. Take shortcuts that lead the police off-road and over ramps, where they become stuck and need to be redispatched. Plan for these eventualities as often as you can.

/// An Eye on the Prize

Use your world map occasionally and your minimap constantly. Look to see where the next checkpoint is so you keep your momentum going and move toward your goal. You can also spot small red ctOS Mobile symbols on the minimap where the App Player is dispatching cops and activating infrastructure hacks, and take appropriate (and usually evasive) action to dodge these incoming problems.

/// The Right Ride

Just because you're stuck with a particular vehicle when a Free Ride or Race begins doesn't mean you need to keep it. Don't hesitate to switch vehicles; you begin in a randomly determined sport vehicle, but there are faster performance, muscle cars, or bikes to use. This is one mission during which you can use the Cars on Demand App, too, so select a vehicle you're familiar with and use it! Finally, is your vehicle starting to smoke? Then it's about to become immobile, so start looking for another vehicle to steal.

/// Dying to Win

You can actually save time by dying during a match. For example, if your car is destroyed and there are no others around (especially near water), try to die (even by falling or dropping a proximity IED at your feet) so you respawn in a vehicle. Searching for a vehicle can be much more time-consuming.

/// Collateral Damage

You're here to avoid the corrupt Chicago cops, not massacre civilians! It's important to remember that if you run over civilians while escaping, the App Player gains Heat Points. In addition, fighting with cops on foot using weapons takes up far too much time, and killing cops just gives your opponent more Heat Points. Ride safe!

/// Never Give Up! Never Surrender!

Don't ever give up during a match and quit: You get to keep all the bonus cash you collect even if you lose, so if you're almost out of time, head to cash bonuses instead of checkpoints. You'll also gain Notoriety for each checkpoint you reach, so keep on trying to reach them even if the outlook is bleak.

SAMPLE MATCH // A WALK IN THE PARK

Before we reveal the maps showing all the checkpoints, timers, and cash, let's look at a sample match between the ctOS Mobile player "AwesomeBatoff" and the Watch_Dogs player "WD.Winger," taking place throughout "A Walk in the Park" course.

01 / Too Dark Park

APP: We chose a dark map because it is more difficult to navigate, especially with the searchlight trained on the WD's car. The steam pipe wasn't destroyed; the APP Player is saving points for a powerful police presence.

WD: On this map, the first checkpoint is close to the cemetery, so an off-road jaunt through the park, dodging those sturdy trees, isn't a good plan. Staying on the road, WD Player puts as much distance from the helicopter as possible.

02 / Crash at Cemetery Gates

APP: Gotcha! Lock-on is achieved at 01:34, which increases the points as long as the spotlight stays on the WD Player's vehicle. It's fortunate that five seconds later, a mistake by the WD allows the lock-on to continue unabated!

WD: A mixture of the helicopter's spotlight, a blind corner, and general incompetence prevented the WD Player from turning into the cemetery. Instead, they struck a wall, slightly damaging the car. Not the best plan; speed is paramount here!

03 / Scratching the Paint Work

APP: The WD Player makes it through the first checkpoint, narrowly missing a ctOS box (which would have caused a Blackout, actually helping him). That stall allows the App Player to drop in an SUV, blocking the exit nicely.

WD: Heading through the first checkpoint was a breeze, but the helicopter is keeping up with the car, and there's an SUV appearing too late to avoid. With this kind of damage this early, the car might not last the entire match!

04 / Shortcuts Aplenty

APP: With the spotlight firmly on the car, a second SUV is called up. Unfortunately, the WD Player drives onto dirt ground and then over a rocky outcrop. The police can't follow directly, and the ground units have to use firmer ground.

WD: Even in the dark, and with that high-intensity searchlight and sniper gradually reducing the car to mangled metal, the WD player's memorization skills of this Parker Square rocky jump and shortcut yield dividends and some extra cash.

05 / Wanton Destruction of Police Property

APP: The constant scraping into vehicles and the jump down to the cash causes the WD Player's car to start smoking, and he ditches it after taking a corner at the construction yard a little too haphazardly. Meanwhile, you're waiting to drop in a SWAT SUV.

WD: The WD Player brings all the weaponry he uses during single-player mode, so unleashing with an AR-12 shotgun wastes the SUV in seconds. However, this simply adds points to the App Player's total. Plus, he's getting attacked from behind. Is this the end?

06 / SWAT SUV Is Go!

APP: With the points back from the SUV, the App Player drops in a SWAT SUV, the most powerful ground unit available. It immediately seeks out and sideswipes the WD Player, who just avoided death by scrambling to a truck.

WD: Another couple of police shots and the WD Player would have been done for; instead, he's climbed into a heavy-duty truck capable of withstanding far more punishment. Time to focus on more checkpoints while keeping the SWAT SUV at bay.

07 / Massacre at Molar's Grill (Part 1)

APP: Another SUV (of the six-point variety) is dispatched by the time the chase reaches the front of May Stadium. Sometimes, the mere threat of a steam pipe explosion can cause the WD Player to take evasive maneuvers.

WD: The truck was in good working order, until that SWAT SUV simply refused to give up the chase. Unlike most ctOS Mobile matches, the truck was ditched again after a swerve to avoid a possible steam pipe and a side shunt by the police.

08 / Massacre at Molar's Grill (Part 2)

APP: The Enforcers inside the SWAT SUVs take great pleasure in blasting away at a hapless punk on the run. Except one armed with a grenade launcher; the WD player gets off a lucky blast, destroying two police vehicles at once!

WD: Winged by the constant sniping from the chopper, the situation seems dire. But with some lobbed projectiles and a devastating grenade salvo, WD Player lives to fight again! Though he's rapidly running out of time.

09 / Reinforcements Have Arrived

APP: Laying waste to cops and vehicles isn't wise, as the App Player now has a maximum of 20 points to instantly spend! Six of these points immediately go into a new SUV, dropped north where the rival must drive past.

WD: Quickly bounding into the parking lot without succumbing to sniper fire, WD player takes a new vehicle for a spin, aiming it directly for the next checkpoint. With only a few seconds left, there can be no more delays.

10 / Dropping the Hammer

APP: The placement of that last SUV was important; it coaxed the enemy left, down a street with a cash reward, but one with a pair of blockers at either end. Taking a punt for a single point, the enemy is struck. It's a hit!

WD: A quick look at the streets ahead shows the problem; there are steam pipes on the main roads, so the WD Player takes a chance (and a cash reward) by heading left down an alley. The blockers are raised, too late to avoid.

11 / Panic Setting In

APP: The App Player feels he's gaining the upper hand; with ten points still to spend, he drops a police interceptor on the enemy's suspected path, and it successfully reaches its target, driving it into a second crash.

WD: Knowledge of the area is a must; doubling back onto the grassy hill with the rocky jump but driving in the opposite direction would have avoided a narrow miss with a police interceptor and an ensuing crash with a motorist.

12 / Cop a Load of This!

APP: Because more adept vehicles (an interceptor and SUVs) were chosen instead of multiple patrol cars, the drivers exhibit a good degree of competence, easily able to catch this underpowered enemy vehicle and hem it in.

WD: The main roads aren't great when you're avoiding four police vehicles all closing in behind you. There's the added problem of the uphill turn and traffic at the intersection, ending with a police swarm. But it's not over yet!

13 / All Over Now

APP: There's a slight bit of panic as the enemy drives into the park and toward two time extensions, especially as the police vehicles are getting snarled up on the grass. But fortunately, WD Player's vehicle isn't well suited for off-road antics.

WD: After spending far too long grabbing the first time extension as he entered the park, the shortcut to the checkpoint (through a second timer) seems possible—until the lack of traction in the vehicle sends it spinning just as the time is up.

Note

This is one example of the possibilities from each of the 26 challenges on offer. Mistakes were made by both players, but remembering the tactical plans helps immeasurably, though there's nothing better than continuous practice and knowledge of every course. Which is where the following maps come in handy.

ctOS MOBILE MATCHES // CHALLENGES

Available ctOS Mobile CHALLENGES: Free Rides

Location	Name	Timer	Checkpoints	Timer Check	Total Time	Timer Bonus	Value Timer Bonus	Cash Bonus	Value Cash Bonus	Time of Day	Weather
// Pawnee and Parker Square	Up North	120	8	20	260	6	15	10	200	Dawn	Cloudy
// Parker Square	A Walk in the Park	120	9	20	280	6	15	10	200	Dusk	Clear
// Parker Square	Panic in Parker Square	120	8	20	260	6	15	10	200	Dusk	Rain
// The Wards	Boatyard Blitz	120	8	20	260	6	15	10	200	Dawn	Clear
// The Wards	Gun Through The Slums	120	8	20	260	6	15	10	200	Dusk	Cloudy
// Brandon Docks	Shipping Lines	120	10	20	300	6	15	10	200	Dawn	Rain
// Brandon Docks	Stuck in the Mud	120	8	20	260	6	15	10	200	Dusk	Storm
// Brandon Docks and the Wards	Make Some Noise	120	8	20	260	6	15	10	200	Dusk	Clear
// The Loop	No Roads Needed	120	8	20	260	6	15	10	200	Night	Storm
// The Loop and Mad Mile	Jumping to Conclusions	120	8	20	260	6	15	10	200	Dawn	Clear
// Mad Mile	Gateway Getaway	120	8	20	260	6	15	10	200	Dusk	Clear
// Mad Mile	Full Circle	120	9	20	280	6	15	10	200	Dawn	Cloudy
// Mad Mile and the Loop	There and Back	120	8	20	260	6	15	10	200	Dusk	Storm

Available ctOS Mobile CHALLENGES: Races

Location	Name	Timer	Checkpoints	Timer Check	Total Time	Cash Bonus	Value Cash Bonus	Time of Day	Weather
// Pawnee	Go Big or Go Home	45	11	20	245	10	200	Dusk	Clear
// Pawnee and Parker Square	Memory Lane	45	15	20	325	10	200	Dusk	Clear
// Parker Square (North and Central)	Suburban Slide	45	14	20	305	10	200	Dawn	Clear
// Parker Square (Central and South)	Home Sweet Home	45	12	20	345	10	200	Night	Cloudy
// The Wards (Central)	The Long Haul	45	14	20	305	10	200	Dusk	Clear
// The Wards (West)	High Risk	45	14	20	305	10	200	Night	Storm
// The Wards and Brandon Docks	Straightaways	45	13	20	285	10	200	Dawn	Cloudy
// Brandon Docks	Return to Rustville	45	13	20	285	10	200	Dawn	Clear
// The Loop (North)	Zigs and Zags	45	10	20	225	10	200	Dusk	Rain
// The Loop (South)	Back To School	45	12	20	265	10	200	Night	Clear
// The Loop and Mad Mile	Urban Explorer	45	14	20	305	10	200	Night	Storm
// Mad Mile (North)	Go for Gold	45	12	20	265	10	200	Dawn	Clear
// Mad Mile (South)	Goose Island Getaway	45	11	20	245	10	200	Dawn	Storm

FREE ROAM MAPS // Pawnee

01 // Up North

FREE ROAM MAPS // Parker Square

02 // A Walk in the Park

03 // Panic in Parker Square

FREE ROAM MAPS // The Wards

04 // Boatyard Blitz

05 // Gun Through the Slums

FREE ROAM MAPS // BRANDON DOCKS

06 // Shipping Lines

07 // Stuck in the Mud

08 // Make Some Noise

FREE ROAM MAPS // The Loop

09 // No Roads Needed

10 // Jumping to Conclusions

FREE ROAM MAPS // Mad Mile

11 // Gateway Getaway

12 // Full Circle

13 // There and Back

RaCES // Pawnee

14 // Go Big or Go Home

15 // Memory Lane

RaCES // Parker Square

16 // Suburban Slide

17 // Home Sweet Home

RaCES // The Wards

18 // The Long Haul

19 // High Risk

20 // Straightaways

RaCES // Brandon Docks

21 // Return to Rustville

RaCES // The Loop

22 // Zigs and Zags

23 // Back to School

24 // Urban Explorer

RaCES // Mad Mile

25 // Go for Gold

26 // Goose Island Getaway

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ONLINE MISSIONS

_FREE ROAM

OBJECTIVES

Explore Chicago. Watch out for enemy Fixers

1–8 PLAYERS

WHEN IN ROAM...

Imagine the antics you get up to between missions during single-player gameplay. Now add other Fixers into the mix; this game mode essentially allows complete freedom to explore Chicago in its entirety, where you and your friends (or new acquaintances; use the online menus to invite whoever you like) can try out a variety of entertaining options. Once a Free Roam session is launched, you appear (randomly) somewhere in one of the six districts. Quickly bring up the world map, locate other Fixers, and arrange a rendezvous.

What kind of antics can you get into during this mode? The following are some ideas, but feel free to create your own challenges, races, and impromptu gunfights!

Note

There are no rewards or goals to complete in this mode. Also remember that the default setting is that all Fixers are neutral to each other, meaning weapons only harm citizens and police. IF you want to hurt other players, go to the Online Sessions App and enable Adversarial mode. All players must enable this mode.

Cops and Fixers: Band together and start wreaking havoc for Chicago's corrupt cops; when everything heats up and the police show, work as a team and attempt to battle back. Use all the weapons to hand, have each team member be responsible for specific actions (e.g., one of you needs to disable the chopper), and see how long you can last and how spectacular your carnage can be!

Cops and Fixers (Barricades): Barricades are extremely entertaining to build. Take a fire engine or other large trucks and place them in a pile near an area you want to defend (like T-Bone's junkyard in Pawnee). Then invite the cops around and see how long you can hold them off for.

Vehicular Manslaughter: Vehicles are extremely entertaining to lark about on; especially hard-wearing trucks like the fire engine. Remember your teammates can ride in the car with you, but the real fun comes from "surfing" on a vehicle's roof. Can you get all seven players on a roof and the driver to leap a ravine?

On the Hunt: Do you know where all the hotspots, ramps, jumps, cool views, strange location, and other odd areas of Chicago are? Why not beckon your newcomer friends along and point all of these out? Though you can't pick up collectibles in this mode, you can definitely help out friends who need to find some vital clues to their own investigations, or every drinking game, so they can try them out in their own game.

Crazy Stunts: "Right, four of you start on the west side of Pawnee. Four of us start on the east. Ramming speed!" Or why not invite everyone to jump the Pawnee construction bridge, following the leader in unison? Perform stunts like a game of Horse, with increasingly outlandish demands on each player, until the pressure becomes too much. Have you tried a game of chicken using bikes? Or armored trucks? Or armored trucks with friends standing on the roof?

Parkour Practice: If you know the easiest way to scale the tall buildings with ctOS towers on top of them, why not show your friends how it's done? How about figuring out the quickest route to take through a set of alleys you've been down countless times?

Hard Target: Have you hunted down a man recently? Enable "adversarial mode" and choose one player. Don't peek at the map, and after joining up, give your "prey" a 30-second head start. Then the chase is on! The "prey" gets to flee to a good defensible place, while the rest of the team search and attempt to kill him. If the prey kills a hunter, the hunter is out of the game, which continues until one side is victorious. Make this a team sport if you wish, but remember that everyone can be hurt, so teams working together risk self-harm!

Treat Yourself: Head over to a pawnshop or gun shop and tool up. You can't steal from businesses, but you can hang around stores, wreak havoc, or have everyone choose the same weapons and try some marksmanship (e.g., everyone purchase a sniper rifle, drive a vehicle to an extreme distance, and have everyone try hitting a window or tire).

Paranoia: You don't need to all race to find each other and start some exciting banter; instead you could single out a player and start following them around the city, attempting to make them as paranoid as possible (by exploding junction boxes, or shooting pedestrians with Spec-Ops weapons) and remaining in hiding for as long as possible.

Hide-and-Seek: A less deadly version of "Hard Target," one player heads off to hide, while the others try finding him after an allotted time.

Cash Run and NVZN: Don't overlook the two VR games you can play in this mode, too! Cash Run is great for showing your friends how to complete certain runs.

Cars on Demand: If your vehicle app is a little low on cars, trucks, and bikes, race through the city and attempt to find vehicles you haven't ridden in before. Unlock them in your app.

Note

Notoriety points are not awarded in this mode. However, Experience Points (XP) and cash are, in the same way as during a single-player game (e.g., profiling and hacking citizens of interest).

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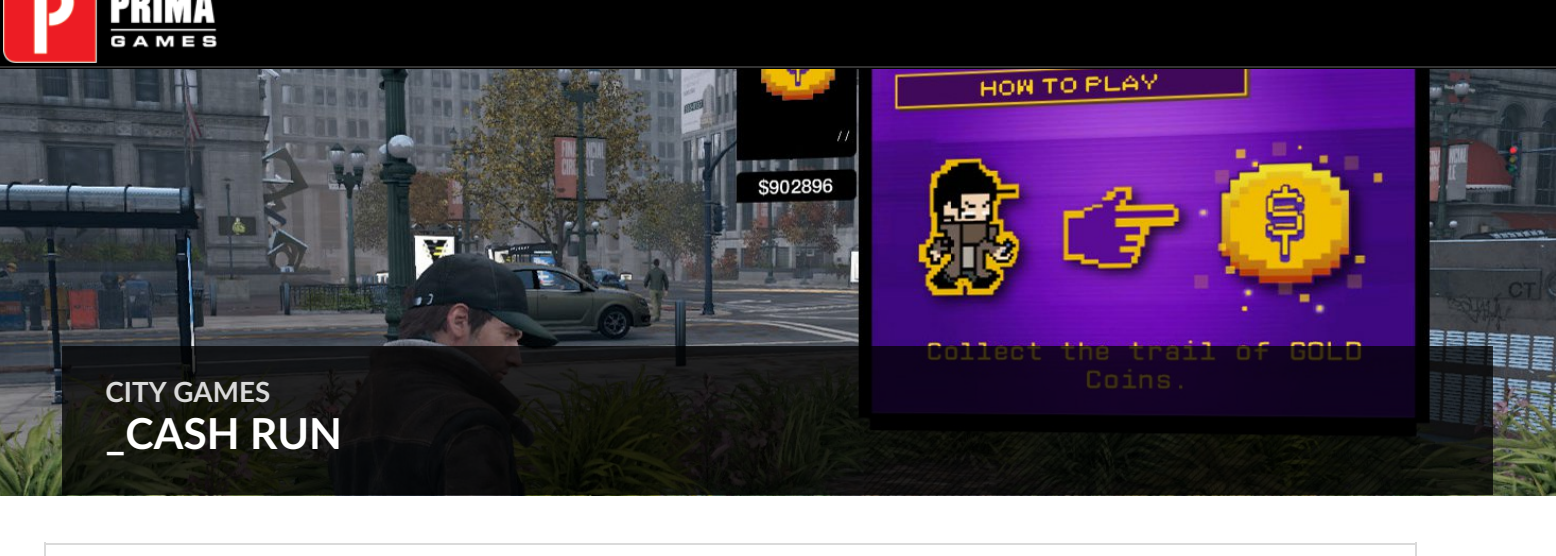

CITY GAMES

_CASH RUN

COINS RULE EVERYTHING AROUND ME

OBJECTIVES

- Find the cash run tracks throughout Chicago
- Begin the game and race to collect gold coins
- Beat the track as quickly as possible for skill unlocks and other rewards

Despite what you may expect when you see a cute little 8-bit Aiden Pearce on your phone, Cash Run is an augmented-reality game. It can be played as early as Act I, as you head out to attend Jackson's birthday party (see "Big Brother").

To play Cash Run, choose a track from your phone's app, which sends you to a corresponding location somewhere in Chicago. Your goal on a cash run is to collect all of the golden coins that appear in the game world while avoiding the red skulls, and to do so as quickly as possible. Taking one golden coin triggers the appearance of the next, so you can't skip ahead.

Touching a red skull at any point on the track adds a five-second penalty to your timer. Many tracks also have a blue coin somewhere along the path that deducts ten seconds from the timer, although usually you are required to go out of your way to collect it, sometimes to such an extent that you really don't gain anything by taking it.

Cash runs are much more challenging than they might appear to be from their description. Even a beginner should be able to get a bronze medal on any given track in the game, and silver isn't that much harder, but a gold medal on any cash run requires practice, knowledge of the track (knowing from memory where the next coin will appear saves more time than having to eyeball it), and nearly flawless execution. Touching even one red skull is often enough to put the gold time out of reach.

Inexplicably, the citizens of Chicago do not recognize or appreciate that you are chasing virtual coins and do not adjust their routine in any significant way to account for it. This means that you will need to dodge or shove pedestrians, watch out for traffic, and, if your luck truly turns sour, evade the police. Sharp-eyed civilians can still identify you as the vigilante and will still call in your location during a cash run.

There are 38 cash runs in total, all of which are available for play as soon as the app itself is. The order in which they're displayed on your phone is reshuffled based on proximity, so the topmost cash runs on the app are the ones that are the closest to you in the game world.

Tip

If you're just playing the Cash Run App to unlock the Blast Resistance skill and/or to get 100 percent completion, the easiest tracks to get a gold rating on include "The Running Dead," "Loop-in-the-Loop," "Venting Commotion," "Gangway Grab," and "Barging About."

There are no cash runs in Pawnee or the Wards.

Ten Tips

1. Your initial run through the course should be taken at a brisk walk, to give yourself the chance to find complications and memorize the route. This is a test of memory, precision, and reflexes, rather than entirely raw skill, and practice counts for a lot. Don't expect to even get close to a gold time on your first attempt.

2. You can start over on a course without having to run all the way back to the beginning by using the Restart option. During cash runs the menu for this option is mapped to the same button as the one that usually brings up your smartphone.

3. If you cannot spot the next coin, look up or down. Many coins can be found on overhead ledges or atop nearby structures, just out of your immediate line of sight.

4. Don't try to take the entirety of a course at a dead sprint. Much like in a racing game, watch for straightaways and use those as opportunities to pour on the speed, or tap the sprint button to run in short bursts.

5. Use your parkour skills. If you can save half a second with a vault or slide, do so. Always be on the lookout for opportunities to shave time off your run. This may appear obvious, but it's easy to get into a rut where you focus too much on running and evasion and not enough on vaulting under, over, or off the terrain.

6. The best time for a cash run is in the middle of the night. Fewer passersby means fewer people for you to bump into or to call the police. On particularly crowded courses such as "Bridging the Gap," a high volume of bystanders can mean the difference between silver and gold.

7. The hit boxes on the golden coins are bigger than they look, which means you can grab them from farther away than you might think. Don't be afraid to play a bit recklessly, as you can often get away with a coin grab that technically shouldn't have been possible.

8. The red skulls on each track appear well in advance of the gold coins, and they're often easier to spot than the coins are. Keep an eye out for them if you're not sure where to go next.

9. Starting a cash run, much like starting a Convoy mission, looks like it might reload the world map but doesn't. You can take advantage of this on some tracks. A good example is creating a traffic jam to clear roads during some of the street-side cash runs in the Mad Mile.

10. Get into the habit of scaling walls near a corner when one is available, so Aiden will kick off of the closest wall and climb that much faster. The wall-kick provides enough of a speed boost that it's worth using even for short walls, as Aiden doesn't waste time on a pull-up.

Parker Square // Cash Runs

Total: 7

The Running Dead

Gold: 1:16.00

Silver: 1:35.00

Bronze: 1:54.00

It may be morbid to be playing such a cheerful video game in a cemetery, especially the cemetery where Lena's buried, but this is one of the easiest tracks and is a good candidate for your first gold. The bonus coin appears very early in the track, but it's difficult to grab it without using up more time than it's worth; often, you'll grab a red skull by accident as you pull yourself over the railing and back onto the course. You're better off leaving it alone and shaving off the extra time with a little practice, which is easy to do.

Car Parkour

Gold: 1:44.00

Silver: 2:10.00

Bronze: 2:36.00

This run rewards precise maneuvering, as you spend a lot of it in narrow halls cramped with time-leeching red skulls. It's a long track, but what kills your time isn't the run itself, but blundering into any of the dozens of red skulls that are consistently in the last place you'd want them to be.

Garden Party

Gold: 1:20.00

Silver: 1:40.00

Bronze: 2:00.00

Your first runs through this track should be during the day and with clear skies, if possible, so you can see what's going on. The first half takes you through several backyards in Parker Square, which means there's a lot of random debris you have to dodge. It's annoying to miss a gold medal because you tripped over somebody's lawn chair, but that's the risk here.

Hard Yards

Gold: 1:13.00

Silver: 1:31.00

Bronze: 1:50.00

This slow, meandering course is excellent for getting a feel for how cash runs work. It's possible to score a bronze medal on this challenge even if you never run at all, as long as you know where the coins will be. The 20th coin can be hard to spot and is atop a nearby tool shed, requiring you to use a water tank to climb up to its roof.

The lone complication is that this part of the Parker Square suburbs is always busy, day or night, so you may run into problems with random bystanders recognizing you as the vigilante and calling the cops.

Gas Pump Gallop

Gold: 1:45.00

Silver: 2:11.00

Bronze: 2:38.00

The only thing standing between you and gold on this track is practice. It's a long run, but the timer is surprisingly forgiving and there aren't many tricks to it. The 30th coin is probably the biggest issue, as it appears across a street and atop a building from the 29th, but once you know where it is it's not a problem.

Dock & Roll

Gold: 01:54.00

Silver: 2:23.00

Bronze: 2:51.00

This is one of the longest courses and has a very slim margin for error. A couple of X-factors can screw you up through no fault of your own, such as traffic on the freeway when you have to cross it and how many pedestrians are on the docks, but beyond that, repetition and memorization are your greatest assets.

Going Locomotive

Gold: 1:38.00

Silver: 2:03.00

Bronze: 2:27.00

You may think this will be a long track when you see how many coins you have to collect, but they're close enough together that this is surprisingly easy. The real complication is that this cash run involves a quick trip across the freeway and a brief stopover on the tracks right outside a train stop, so you stand an excellent chance of dodging traffic only to get nearly creamed by a subway car.

Brandon Docks // Cash Runs

Total: 10

Gangway Grab

Gold: 1:24.00

Silver: 1:45.00

Bronze: 2:06.00

Thanks to a bonus coin that's barely out of your way at all, this is a short but relatively easy cash run that lets you stay at a dead sprint almost all the way through. The last skulls before the second-to-last gold coin are in a tricky position, and getting between them without grabbing one is a bit like threading a needle. If anything costs you the gold, it's likely to be accidentally hitting one of those two skulls.

Dockland Dash

Gold: 1:23.00

Silver: 1:44.00

Bronze: 2:05.00

The time requirement for gold is low, but thanks to a short track and another conveniently placed bonus coin, it's much easier to get than it looks. As with "Gangway Grab," the real problem is finding your way past all the stairwells and narrow loading areas full of red skulls without grabbing them. Fortunately, after the 26th coin, the track widens for a bit and lets you make up for lost time with a long sprint.

The Crane Technique

Gold: 1:26.00

Silver: 1:48.00

Bronze: 2:09.00

You definitely want to make a few practice runs on this track before you try it for real, as many of the coins appear above or below you, forcing you to waste precious seconds as you figure out where they are. The bonus coin on this track is easy enough to grab that, once you have a solid handle on the track's layout, a gold medal should be readily attainable.

Silo Scramble

Gold: 1:32.00

Silver: 1:55.00

Bronze: 2:18.00

"Silo Scramble" is a difficult track to get gold on because there are no obvious places where you can shave off some time. Much of the track is in open areas, but you can't really turn on the speed due to masses of red skulls in the way. Grabbing the bonus coin is easy enough that it can help, but moving up to the point where you can get gold is a slow process of refining your approach. There are quite a few places along the track where you need to hit an obstacle just right or you'll lose a second, such as the concrete medians between the 11th and 12th coins or the shipping chute next to the 33rd coin, which is just low enough that Aiden won't duck underneath it.

Workshop Trot

Gold: 1:17.00

Silver: 1:36.00

Bronze: 1:56.00

The gold on this track is one of the tougher ones to attain simply because of how low the time requirement is. It's not a hard course to learn, but it requires flawless execution before you can even get close to 1:17.

Unsafe Harbour

Gold: 1:26.00

Silver: 1:48.00

Bronze: 2:09.00

This is a great cash run to go to when you want to practice kicking off walls, as mastering the technique is the difference between silver and gold on this track. You spend so much time climbing that the faster you can scale a wall, the better off you'll be. The first 10 coins are arguably the hardest part of the track, as several aren't quite where you'd expect them to be and it takes some practice to learn where they appear.

On the Scrapheap

Gold: 1:30.00

Silver: 1:53.00

Bronze: 2:15.00

There aren't many obvious places to shave time off your run with "On the Scrapheap," but it's a straightforward track without many serious challenges. It's a good beginner's run but isn't quite as gold-friendly as "Gangway Grab." When you learn it, the big problem is jumping the gun and moving ahead before you should, as a lot of the coins appear in places where they're just slightly hidden from view. Keep one eye on your radar.

Demolition Derby

Gold: 1:43.00

Silver: 2:09.00

Bronze: 2:35.00

This is one of the longer tracks, but it doesn't have any serious complications, the bonus coin is easy to grab on your way by, and you spend most of it inside an abandoned building, far from any possible pedestrian interference. It's not an easy gold, but it's another great cash run for learning the ropes.

Barging About

Gold: 1:55.00

Silver: 2:24.00

Bronze: 2:53.00

This could be renamed "Threading the Needle." It's a long track that tests your ability to scoot by red skulls without grabbing them. The timer is quite forgiving if you're able to avoid time penalties from the skulls, and this track features one of the easiest-to-reach bonus coins of them all. With a thorough mastery of the basics, you should be able to sew up a gold on this track with just a little bit of practice.

Boxes of Tricks

Gold: 1:33.00

Silver: 1:56.00

Bronze: 2:20.00

Here's another track that tests your mastery of the wall-kick. You spend most of this run climbing all over shipping containers, so the faster you can climb, the better off you'll be. The bonus coin is almost a freebie, which gives you a lot of room for error early on.

The Loop // Cash Runs

Total: 11

Bridging the Gap

Gold: 1:09.00

Silver: 1:26.00

Bronze: 1:44.00

Success or failure on this run is determined in large part by the density of the nearby crowds. If you have to shove through civilians to get down or up the stairs, you'll lose precious time. Running this course in the middle of the night or cooking up a non-lethal distraction to clear out the bystanders is a big time-saver.

Other than the crowds, the biggest potential time sink is when the course takes you back up the stairs to the street level, as it's very possible to overcompensate and drop off of the stairs instead of climbing them. Precision and practice are key.

Going Underground

Gold: 1:20.00

Silver: 1:40.00

Bronze: 2:00.00

You don't "go underground" until the last third of the race. Until then, you're bouncing around a back alley and making a detour into a fast-food joint. This is a track that tests your parkour skills, as knowing when to vault over boxes and assorted obstacles and when to just dodge around them will be crucial in the first leg of the run.

Back-Alley Rally

Gold: 1:17.00

Silver: 1:36.00

Bronze: 1:56.00

As in "Going Underground," most of this map is spent dealing with obstacles, as well as navigating tricky rows of red skulls. It's useful to remember that you can vault over the yellow concrete blockers at the end of the alleyway, even though their rounded tops might make you think you can't.

Get Your Feet Wet

Gold: 1:30.00

Silver: 1:53.00

Bronze: 2:15.00

You do get to play in a fountain for some of this run, so the name makes some sense, but the majority of the track is spent ducking and dodging around increasingly inconvenient and numerous red skulls. You can't take this track at a full sprint, so victory depends on memorization and figuring out where you can save time via parkour or precise positioning.

Dizzy Heights

Gold: 1:59.00

Silver: 2:29.00

Bronze: 2:59.00

The "heights" in the track's name aren't actually that high. Instead, the title refers to how you begin this cash run by playing in the fountains outside the Gorman Heights building. It's a long track with a lot of coins to collect, but none of it is particularly strenuous. It simply requires you to bring your A game for a bit longer than usual.

Loop-in-the-Loop

Gold: 1:40.00

Silver: 2:05.00

Bronze: 2:30.00

There are a lot of pedestrians on the sidewalks around Willis Tower, and you have to navigate some unexpectedly tricky ledges, but this is still one of the easiest cash runs to get gold on. Parkour is key, as you can shave seconds off your time by vaulting over ad boards and climbing on top of the ornamental gardens.

The Beaten Track

Gold: 1:11.00

Silver: 1:29.00

Bronze: 1:47.00

Your first few attempts at gold are likely to be foiled by accidentally grabbing a few red skulls, as there are several places on this cash run where they're hard to avoid. You'll also lose a lot of time to dodging and vaulting the crates, pipes, and other assorted items that clutter the riverfront shipyard, but once you've run the route a couple of times, it's easy to get a feel for when you can make up some time by sprinting to the next coin.

Venting Commotion

Gold: 1:30.00

Silver: 1:53.00

Bronze: 2:15.00

You get off to a slow start on this run due to having to climb up to the roof of the building, and there are a lot of places where you have to "thread the needle" through an awkward set of red skulls, but an easy-to-grab bonus coin and several wide-open spaces once you're up on the rooftops make up for it. With a little work, this could easily be your first gold.

Step On It

Gold: 1:58.00

Silver: 2:28.00

Bronze: 2:57.00

Here's a tricky one. "Step On It" is one of the less linear tracks, with a lot of minute-to-minute complications keeping you from moving smoothly from coin to coin, and the early and obvious bonus coin requires you to hop most of the way off the track to get it, making it nearly useless.

Cannonball Rush

Gold: 1:20.00

Silver: 1:40.00

Bronze: 2:00.00

The timer is very tight, even if you're just aiming for silver, and the first two-thirds of the track involve enough climbing and narrow spaces that one mistake can cost you a medal. The bonus coin can make a difference if you swing wide of the track to anticipate its appearance and grab it on your way back to the next gold coin, but you have to plan ahead for it.

Terrace to Race

Gold: 1:17.00

Silver: 1:36.00

Bronze: 1:56.00

Three things kill you on this track: The red skulls, which are seemingly everywhere and perfectly placed so you can run into them even when you're theoretically doing everything right; the time limit for gold, which is one of the least forgiving in this City Game; and the railing jump after the 13th coin, which…literally kills you. In the latter case, if you try to skip past the big cluster of red skulls by hopping off the balcony, what looks like it'd be a safe shortcut is in fact a three-story fall to your death. Just go around to the right of the skulls and continue on your merry way.

Past that particular issue, this is one of the toughest cash runs. If you can get a gold on this track, you should consider it a feather in your cap.

Mad Mile // Cash Runs

Total: 10

Ascent of Fear

Gold: 0:45.00

Silver: 0:56.00

Bronze: 1:08.00

This is a short and simple track, but it involves a lot of climbing and a short dash across elevated train tracks, so it's easy to get killed by accident. Many of the coins require a bit of finesse to reach without accidentally collecting a red skull, and it's useful if you can reliably kick off a nearby wall to quickly reach an overhead ledge.

Social Climber

Gold: 1:05.00

Silver: 1:21.00

Bronze: 1:38.00

The timer on this one is tight, and it'll be a big help if you try this run at night. The first few coins are found in the outdoor dining area at a restaurant, and it'll slow you down considerably if you have to plow through the lunch crowd. Once you get across the street, your biggest problem will be keeping your footing on the rooftops of the Mad Mile.

Urban Jungle

Gold: 1:36.00

Silver: 2:00.00

Bronze: 2:24.00

To reach the spot on the ground that starts the cash run, get a running start and use the gardens at ground level to vault up and onto one of the nearby balconies.

This is a straightforward dash across the Mad Mile's rooftop gardens, but be careful. One wrong move can send you back down to street level, causing a potentially fatal amount of damage and putting you well beyond any hope of a medal.

Above Your Station

Gold: 1:35.00

Silver: 1:59.00

Bronze: 2:23.00

You have a lot of ground to cover and a lot of coins to collect on this run. The early going's easy enough, as you're simply running around a few park benches, but you need to take most of the run at a sprint and know exactly where you're going if you intend to get anywhere near gold.

Be very careful as you go for the 30th coin, as there's just enough of a gap between the rooftops for you to fall through if you hesitate, and that fall is just high enough to kill you.

Under Construction

Gold: 1:15.00

Silver: 1:34.00

Bronze: 1:53.00

This track is all about precision. The most expedient route also puts you in close proximity to many, many red skulls, so being off by a few millimeters either way can stick you with a fat penalty. The timer's rather forgiving for all that, and there are none of the unfortunate falls to your death that characterize many other Mad Mile tracks, but positioning is everything.

Taking the High Road

Gold: 1:24.00

Silver: 1:45.00

Bronze: 2:06.00

This is initially a straightforward, climbing-based track, but at about the halfway point, you have to slow down to navigate some tricky impromptu mazes made out of red skulls. Your best bet for gold is to wring as much extra time out of the first dozen coins as possible, which is made easier by the presence of one of the more convenient bonus coins.

Riverside Rush

Gold: 1:25.00

Silver: 1:46.00

Bronze: 2:08.00

"Riverside Rush" is the Grand Prix of skull-dodging. Most of the track is covered with numerous carefully placed red skulls, which makes it difficult but necessary to sprint through. It's useful to run this a couple of times for practice, to get an idea of where you can jump railings or climb a handy ledge to circumvent the next batch of skulls.

Glass Ceilings

Gold: 1:25.00

Silver: 1:46.00

Bronze: 2:08.00

It's once again time to stress-test the glass rooftops in the Mad Mile. This is another precision-based track, as it challenges your ability to move quickly through mazes made of red skulls. You may wish to skip the blue coin on this cash run; after you get it, you need to either loop around and lose a few seconds getting to the next coin or leap over the next railing and almost certainly hit a red skull on landing.

Catchem Mall

Gold: 1:15.00

Silver: 1:34.00

Bronze: 1:53.00

The hardest part of this stage is in collecting the first eight coins. Once you get inside the mall itself, the coins come faster and it's just a question of getting into a nice rhythm.

Walk in the Park

Gold: 1:03.00

Silver: 1:19.00

Bronze: 1:35.00

This tests your balance, as the most efficient way to make it through the track is to run along the tops of several of the stone sculptures, with red skulls waiting to either side if you overbalance and fall. The trick is simply to not think about it too much and to make the run as quickly as possible, like you're using a balance beam at a full sprint. Hesitate, and you're more likely to screw it up.

Cash Run Challenges

Once you have some money in your pocket, you can start setting up your own cash runs and upload them to provide a challenge for other players. You can place up to 200 gold coins on a route at a cost of $10 each, save and name the route, and set a time by running it that other players will have to try to beat. You cannot drop red skulls.

A lot of locations in Watch_Dogs' Chicago lend themselves to a do-it-yourself cash run. Downtown Pawnee is a good pick, with its blend of small alleys and short buildings with accessible rooftops. You can also get a lot of mileage out of the deserted islands that surround the Bunker, the "Abandoned Station" hotspot in Pawnee (see page xxx), or the meat-packing plant on the waterfront in the northern part of the Brandon Docks. Making your own cash run provides a handy excuse for exploring parts of the game world that you wouldn't see over the course of a typical game.

When you drop or move a coin in the track editor, it always appears where Aiden is standing, which means you can only place coins in areas that you can personally reach. The game also won't let you drop coins in certain uneven locations, such as atop the wrecked locomotive near Abbot Island. That still gives you a lot of options, however, and you should feel free to experiment.

REWARDS

Achieve 1 Gold rating: P-9mm (Weapon)

Achieve 3 Gold ratings: Blast Resistance (Skill)

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PRIMA GAMES

CITY GAMES
_CHESS

WE'RE ALL PAWNS, BUT SOME OF US GET PROMOTED

There are dozens of chess players in Chicago, ranging from hobbyists to grand masters, who are always on the lookout for the next challenge. They tend to hang out at Brewed Delight, a local coffeehouse that has outlets all over the city, or at the chess parks on the marina in the Loop and outside the Merlaut Hotel in the Mad Mile.

If you're just after a plain game of chess, you can find games in the Wards, at Brewed Delight, or at either of the chess pavilions in the city.

Alternatively, you can visit 15 tables throughout the city to play one of four kinds of chess-based puzzles, intended to challenge your wits. These require you to have an elementary knowledge of how chess pieces work—rooks can only move in straight lines, bishops can only move diagonally, and so on—but are otherwise easy enough to pick up and play.

Each table features 10 different puzzles, and playing is free. Each puzzle awards up to a three-star rank depending on how quickly or efficiently you overcame the challenge at hand, but it's strictly for bragging rights.

TOTAL / 150 puzzles

- **Solve 10 total puzzles to count towards overall progression.**

Capture

With the piece(s) you're given, either capture all of the enemy pawns before they can make it to the other side of the board or otherwise prevent them from being able to move; either capturing all the enemy's pawns or putting them in a position where they cannot move forward will result in a victory. Your opponent does get the chance to move his pieces in accordance to your actions, which makes this a difficult style of puzzle to provide a "walkthrough" for. Much as in the real game of chess, a great deal depends on being able to think a few moves ahead, and since the AI is unpredictable, it's not really feasible to provide a list of solutions.

Caution

It is possible to "lose" a Capture puzzle by getting your piece(s) taken by enemy pawns or, in some rounds, by losing your king. When plotting your next move, remember to keep your pieces out of immediate danger.

Capture Table 01 / The Loop // Chess Pavilion near the Marina

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Capture Table 02 / Brandon Docks // Brewed Delight near Sienna Brick Factory

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

End Game

Force your opponent into checkmate within the set number of moves. The fewer moves it takes you, the higher your rating.

Keep in mind that although the enemy only has a king left on the board, a king can still capture any piece within one square of it. If you lose a piece to an ill-considered move, you've likely just given the game away.

End Game Table 01 / The Loop // Brewed Delight near South Tech University

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

End Game Table 02 / Mad Mile // Brewed Delight near Taylor L-Train Station

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

End Game Table 03 / The Loop // Chess Pavilion near the Marina

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

End Game Table 04 / Mad Mile // Chess Pavilion near the Merlaut Hotel

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Path

Using the pieces you're given, capture all of the pawns on the board in as few moves as possible.

The following solutions are for a three-star rank, but they should not be considered the only possible solutions. Several puzzles have more than one successful approach.

Path Table 01 / Parker Square // Brewed Delight at Riverside

You have a single queen.

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Path Table 02 / The Loop // Brewed Delight near Western L-Train Station

This is a mixed-pieces table. Your available pieces will change with each puzzle.

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Path Table 03 / The Loop // Chess Pavilion near the Marina

You have a single rook for these puzzles.

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Path Table 04 / The Loop // Chess Pavilion near the Marina

You have a single knight for these puzzles.

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Path Table 05 / Mad Mile // Chess Pavilion near the Merlaut Hotel

You have a single bishop for these puzzles.

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Path Table 06 / Mad Mile // Chess Pavilion near the Merlaut Hotel

Once again, you have a mixed set of pieces for this set of puzzles.

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Survival

Stay out of checkmate for as many turns as possible. Your other pieces, when available, are best used as cannon fodder or improvised blockades to keep the enemy away from your king. Almost no Survival puzzles can be solved by going on the offensive. At best, you end up with favorable short-term trades.

Survival Table 01 / The Loop // Brewed Delight near Vault Tower

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Video is restricted

Puzzle 02

Video is restricted

Puzzle 03

Video is restricted

Puzzle 04

Video is restricted

Puzzle 05

Video is restricted

Puzzle 06

Video is restricted

Puzzle 07

Video is restricted

Puzzle 08

Video is restricted

Puzzle 09

Video is restricted

Puzzle 10

Video is restricted

Survival Table 02 / The Loop // Chess Pavilion near the Marina

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

Survival Table 03 / Mad Mile // Chess Pavilion near the Merlaut Hotel

Solve these puzzles in the following order:

1. Red	5. Black
2. Blue	6. White
3. Yellow	7. Purple
4. Green	

Puzzle 01

Puzzle 02

Puzzle 03

Puzzle 04

Puzzle 05

Puzzle 06

Puzzle 07

Puzzle 08

Puzzle 09

Puzzle 10

REWARDS

- **Complete 10 Chess Puzzles:** Maximized Focus (Skill)

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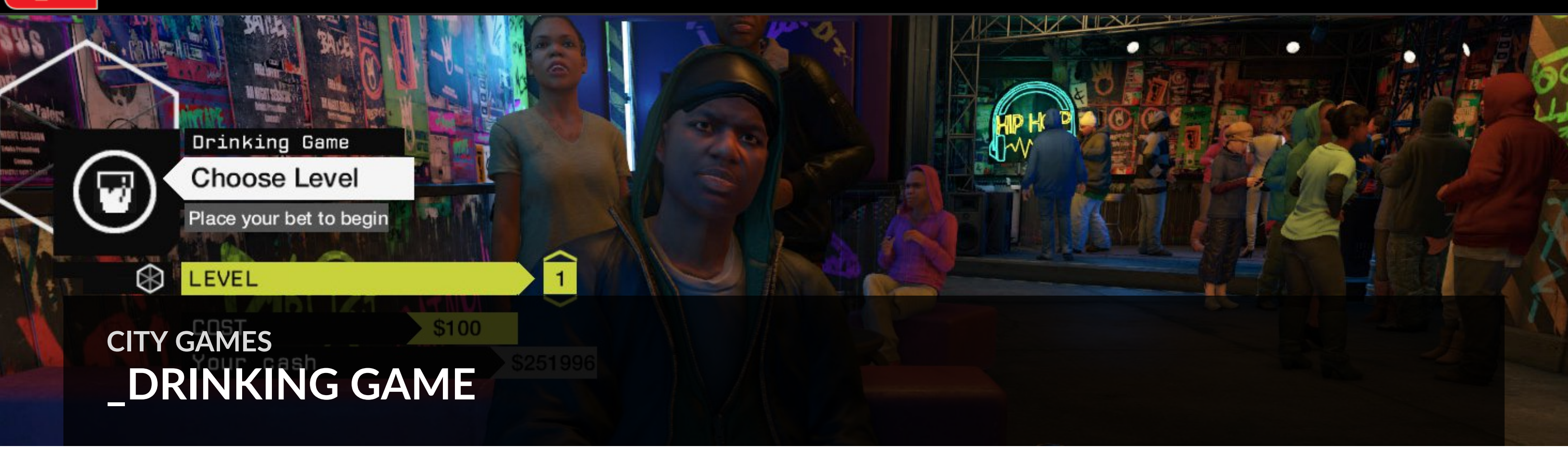

CITY GAMES

_DRINKING GAME

NOT AS THINK AS YOU DRUNK I AM

A few seasoned drinkers in Chicago make their beer money off of challenging their fellow bar patrons to see who can drink who under the table. If you think you can hold your liquor, you can seek them out in one of three bars and bet them a few bucks that they'll hit the floor before you do. Outlast your opponent and you collect on your bet; lose, and you wake up in a ditch a couple of blocks away from the bar. You can back out of a drinking game at any time, but doing so forfeits the bet.

Aiden's struggle to stay upright and conscious is represented by a short but intense minigame, played every time he takes a drink. The Unicorn Dragon Pub in the Wards plays a drinking game that's all about quick reflexes and button prompts, as you may have run into when you first met T-Bone (see "Hope Is a Sad Thing," page xxx), while the version they like at Miller's Rail Bar in the Loop is a test of your hand-eye coordination. The "extreme" version of the drinking game, as played in Jedediah's Bar in Pawnee, alternates between the two gameplay modes with each round.

Each drinking game has 10 initial levels of difficulty, and the first nine levels consist of five rounds. Win all five rounds and you advance to the next level, although you'll have to wait to play again until your opponent sobers up. This takes 30 seconds in real time.

The 10th level of a drinking game has 10 separate rounds. Victory unlocks the "extreme" challenge of that drinking game, also known as level 11. This is the most challenging round of drinking to be had at that table, but it's also the last; win or lose, all subsequent attempts at the drinking game at that table will be done at level 11.

Unlike similar activities such as the shell game, the drinking game is a one-way trip. You cannot adjust the difficulty once you've started or revisit the lower levels for pocket money.

Aiden will not participate in a drinking game if he has any level of Heat. The game is simply listed as unavailable.

HOW THEY DO IT DOWNTOWN

Each round of the drinking game, as it's played in the Wards, consists of a series of button prompts that will flash on your screen. Each prompt has a shrinking white border that represents its timer, which starts the moment the button prompt appears. The amount of time on an individual prompt's timer varies widely by the current level and round of the drinking game, but it tends to be between 10 and 20 seconds and is not necessarily the same for every prompt in a given round. If the timer on any of those buttons is allowed to expire, Aiden passes out and you've lost your bet.

To activate a button prompt, guide the cursor over it and push the indicated button. Thankfully, the game is very liberal about what counts as having the cursor "over" a prompt, so don't strive for perfection on this.

You suffer no penalty for hitting the wrong button on a prompt, aside from wasting valuable time, and you can clear multiple buttons at once if they're close enough to all be covered by the cursor simultaneously. In later levels when a ridiculous number of prompts are onscreen simultaneously, you can button-mash your way through a crowd and get rid of at least a few of them.

The cursor, thanks to Aiden taking shots of what might be kerosene, controls like a greased hockey puck. It is difficult at best to keep still and picks up momentum quickly as it moves in a given direction. Don't try for precision, because you won't get it; instead, keep pushing against its momentum to guide it to where you want it to go. Get used to activating prompts as a "drive-by," as the cursor slides over them, and you'll be able to react with the speed that the later rounds and levels will demand.

As you advance to the higher levels, the game adds extra complications to each round, such as prompts that move, both in patterns and randomly, or that have additional rules governing when they can be activated:

_QUESTION MARK BUTTONThese prompts only reveal what button you have to push once you've placed the cursor on them.

_LINK BUTTONPrompts marked with a chain link will trigger the appearance of one or more other prompts when activated.

_FLIP BUTTONPrompts that are marked with arrows will flip to a new button approximately once a second. This is most often a simple change between two specific buttons but may include more.

_SEQUENCE BUTTONPrompts marked with a number of dots must be activated multiple times before they disappear, once for each dot they're marked with, and will change their button each time. The timer continues to tick down until all the prompts are activated, and if the cursor is removed from the prompt at any time, the whole button resets and you have to start over. If you do accidentally reset the button, however, the prompts remain the same on a subsequent attempt.

Note

It is possible for a single prompt to have more than one of these additional rules attached to it.

UPTOWN RULES

In the Miller's Rail Bar in the Loop, the drinking game focuses more explicitly on hand-eye coordination than your reflexes. Your goal is to keep the onscreen reticle aligned with the target zone, then push a button when the prompt comes up.

The reticle will be labeled in accordance with which stick you need to use to control it. In the event it's labeled with a question mark, you need to take a second and try out both sticks to see which one is attached to the reticle.

Later rounds turn up the difficulty by shrinking the target zone and making it mobile, often both at once. Around level 4, you begin to have to land reticles in multiple target zones simultaneously, which is also when this drinking game suddenly gets difficult.

Like the cursor in the Wards' version of the game, the targeting reticle in this drinking game constantly fights your control. The difference is that you're actively trying to get it to stay in one place, which requires you to constantly push it in the direction opposite to where it's moving.

WHERE THE REAL DRINKING GETS DONE

The drinking game in Pawnee calls itself "extreme" right from the start and, in a successful attempt to justify that branding, uses alternating rules. Odd levels are Wards-style button prompts, while even levels consist of targeting games like you play in the Loop.

The Pawnee versions of these challenges are mechanically identical except that the overall difficulty curve is much steeper in Pawnee. You can expect to see more complex challenges in earlier rounds while you're playing in Pawnee than you do in either of the other bars.

THIS OUGHT TO BUY A NEW LIVER

Each level of a drinking game requires you to have a certain amount of money to participate. If you win, you get that much money back; if you lose, you hand over the money you bet to get in.

• **Level 1:** $100	• **Level 7:** $1,400
• **Level 2:** $200	• **Level 8:** $1,700
• **Level 3:** $400	• **Level 9:** $2,000
• **Level 4:** $600	• **Level 10:** $2,500
• **Level 5:** $800	• **Level 11:** $3,000
• **Level 6:** $1,100	

The later levels of the drinking game are not easy, but they have a low barrier to entry and they depend entirely upon your reflexes and hand-eye coordination, rather than your available skills or equipment. Knocking out the first five levels of the drinking games in Pawnee or the Wards is a decent way to earn money early in the main missions, as well as a new shotgun.

REWARDS

- **Reach the 5th level against an opponent:** Piledriver (Weapon)
- **Complete level 10 against all three Drinking Game opponents:** Social Lubricant (Achievement)

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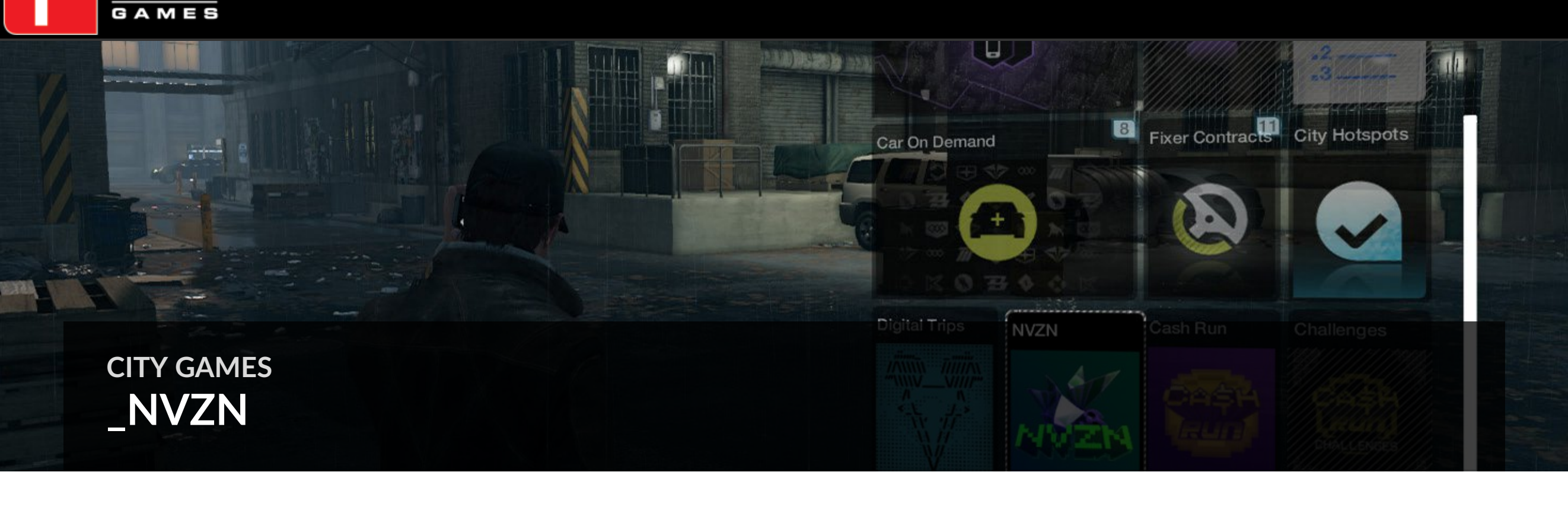

CITY GAMES

_NVZN

A VIDEO GAME WITHIN A VIDEO GAME

NVZN (which is a stylized spelling of “invasion” rather than an acronym) is an augmented-reality video game where you use Aiden’s firearms proficiency to defend Chicago against multiple waves of constantly evolving aliens. It’s very popular in the Watch_Dogs universe, and if you have a spare moment in your career of deliberately antagonizing massive criminal enterprises, you can kick back and relax with a few rounds.

You can play NVZN anywhere in the game world by dialing into it from Aiden’s phone, but there are also several locations throughout the city where you can play it by interacting with its logo on the sidewalk. The game itself does not change from location to location, and you can in fact carry over your progress from one location to another if you choose to do so. What does change between locations is the amount of interference you get from traffic, local terrain, and random bystanders.

An ideal location for a round of NVZN is a quiet, clear area, as the aliens will hide behind or inside trees, cars, pedestrians, and other assorted objects whenever they can. Good places to play NVZN include the island underneath the expressway west of the Bunker, which is one of the most open and flat areas in Chicago; the undeveloped strip of land on the eastern side of the Brandon Docks, near the river; and the flat grassy area near the Bram Steffan Pavilion in the Loop. Low-traffic back alleys in downtown Chicago can also be great places to play NVZN.

TACTICS

- Pick an area to play the game
- Destroy aliens as they emerge from the wormholes
- Succeed in bonus waves to unlock additional pickups
- Achieve a high score to compete with friends and online rivals

TOTAL / 21 WAVES OF DIFFICULTY

You must reach Wave 5 to achieve credit towards overall completion.

SUCCESS & FAILURE

At the start of a game of NVZN, you have five lives, a virtual “pistol,” and 100 seconds on the clock. Your phone is disabled during NVZN, so you can’t hack anything to give yourself a leg up, and your weapons do not affect normally destructible objects on account of not being real weapons. But you can still sprint, climb over obstacles, and use Focus in the typical way.

Caution

While you’re under the effects of Focus during NVZN, everything is slowed down except the clock. This is not a serious problem, but towards the end of the main game when/if you’re heavily invested in skills that extend the Focus meter, reckless use of Focus can hurt more than it helps.

To successfully complete a wave, you must destroy all aliens in the area within the time limit. Running out of lives or time will result in failure, which requires you to start from the beginning of the current wave but carries no other penalty. You can opt to quit out of NVZN after any normal wave, which will save your progress until the next time you decide to play.

You lose lives by being struck by aliens’ attacks, which is only a serious threat in the higher-level waves. Losing a life is indicated by a red flash around the edges of your screen. Lost lives do not regenerate between waves; the only way to get them back is to pick them up as random drops from dead aliens (see “Weapons and Pickups”).

In the early game, your real opponent is the clock, as the aliens are numerous, hard to hit, and often reproduce on the fly. In the late game, the clock’s a problem, but you also need to worry about being surrounded and blasted to bits.

When you finish a wave, you receive bonus points based upon the time left over, equal to 20 multiplied by the remaining seconds, rounded down to the nearest whole number.

ALIENS

The aliens in NVZN are virtual-reality constructs that appear from giant white wormholes. These wormholes disgorge a set number of Drones and the occasional Hunter before disappearing. Only one wormhole appears in the early waves, but more open in each wave as you progress until you’re dealing with four at once.

During each wave, a Drone that’s left alive will eventually evolve into a Hunter, after a set period of time that’s determined by the wave you’re in; the later the wave, the shorter the amount of time it takes before the Drone evolves. Evolution is also accompanied by the alien being briefly surrounded by a geodesic dome.

Aliens are not healed by the evolution process and are not invulnerable during it, but their new point value from their next form is assigned immediately. Thus, if you hit a Drone once and it starts to change into a Hunter shortly thereafter, it retains the damage from your hit but is only worth 150 points if you destroy it before it emerges from the cocoon.

The aliens in NVZN aren’t “real,” of course, and as such have a shaky relationship with actual objects in your environment. They often hide behind fences, float through parked cars, and duck behind pedestrians. This does not affect your ability to hit them but does mean they can be hard to see. This is a good reason to avoid playing NVZN in parking garages.

Drone

200 Points

Most aliens start as Drones, which are small, fast, harmless, and move in erratic patterns. You must learn how to lead a target to take them down. Don’t shoot at them; shoot at where they’re about to be.

Hunter

150 Points

Hunters are the first evolutionary form of the Drone. They’re slower and bigger, which makes them easier to destroy, but they’ll also go on the attack if given the chance. A Hunter’s primary form of attack is a heavily telegraphed lunge with its tail or firing explosive shots from its mouth.

If you’re watching a Hunter, it’s easy to tell when it’s about to attack you, as it turns to face you and elevates itself to an altitude that’s slightly above Aiden’s head. It’s very telegraphed and easy to dodge, but only if you see it coming. If a number of them attack you while your back is turned, they can strip all of your lives away very quickly.

If left alive, Hunters can randomly evolve into Queens or Pods. As a rule, however, a Hunter that has gone on the offensive against you won’t evolve at all. It’s either going to stay neutral and change up to its next form, or start firing at you and stay a Hunter until it’s destroyed.

Queen

250 Points

When Queens spawn, they attempt to latch onto any bystanders in your play area, where they remain still. Twelve seconds later, they birth one or more new Drones, with a new Drone appearing every six seconds afterward as long as the Queen remains alive. It’s easy to destroy the Queen before it has the chance to reproduce, unless you’re busy with other things at the time.

Since Queens are dependent upon their human “hosts,” they tend not to spawn if you’re playing NVZN in an area without civilian traffic. This is both a benefit and a drawback, since they’re worth a few more points than any other alien and they don’t actually attack you.

Pod

200 Points

While they do not attack directly, Pods can pose a serious threat to your time limit. They evolve from Hunters and immediately touch down on the ground, where they begin to grow and swell. If allowed to survive past that point, a Pod disgorges two to four brand-new Drones before falling over dead. From its initial evolution, it takes 12 seconds for a Pod to spawn Drones.

This does give you a chance at a few extra points, but if you’re already racing the clock this is a complication you may not need. Allow Pods to birth new Drones only if you’re confident in your ability to destroy them in time.

ALIEN HEALTH

A single Drone or Hunter has an under-the-hood “health” of 2, which is roughly equal to two clean hits from the standard NVZN pistol, or three from the fusion repeater. Pods and Queens have 3.

Starting at Wave 13, the health of Drones stays the same, but Hunters receive a 50 percent bonus to their health for a total of 3, whereas the health of Pods and Queens goes up to 4 or 5. At this point, it becomes crucial to have access to higher-damage weapons like the laser carbine, and to make every shot count.

WEAPONS AND PICKUPS

Your standard weapon in NVZN is functionally identical to your starting 9mm pistol. While it does not have to be reloaded and has infinite ammunition, it does relatively low damage per hit.

Any alien you destroy has the chance to drop a useful item, which falls to the ground below it. This item lasts only a few seconds before disappearing. At the start of a new game, your only available items from dead aliens are the fusion repeater and extra lives. You can add more items to this by successfully completing bonus waves.

Picking up a weapon automatically equips it. It lasts until its ammunition is exhausted, until you pick up a different type of weapon, or until you fail a wave and have to start over. You can only carry one weapon at a time, and you cannot voluntarily switch weapons.

Fusion Repeater

CAPACITY: 60

The fusion repeater is always available as a drop, even in the first waves. It fires much like one of the smaller machine pistols that Aiden can use in the main game, which means it makes up for a slight lack of punch per bullet compared to the pistol by being fully automatic.

This makes it an excellent weapon against Drones, since you can just fill their zone with bullets, and at close range, but you can burn through the clip in seconds.

If you ready the fusion repeater while you have the fire button held down, Aiden will waste a couple of rounds as he brings his gun up to the aim.

Ion Blaster

CAPACITY: 10

The “shotgun” of NVZN’s arsenal, the ion blaster does very little damage at anything other than close range. It’s not great in earlier waves when the enemies are a bit sparse, but around Wave 15, when you have to deal with multiple wormholes at once, it can be a decent way to clear out some space. It’s a frustrating weapon until you’ve got some practice with it.

Laser Carbine

CAPACITY: 12

The trade-off for the laser carbine’s power and accuracy is a low rate of fire, just as if you were shooting a sniper rifle from the hip. It does more damage per individual hit than any other weapon you have and is great for rapidly eliminating Hunters and larger aliens, particularly at long range. Drones are hard to hit with it, though, and just get more evasive as you climb into the higher waves.

Pulse Rifle

CAPACITY: 42

The pulse rifle occupies a middle ground between the repeater’s rate of fire and the ion blaster’s power, and is a good workhorse weapon at all ranges. To continue the comparison with the guns used in the main game, the pulse rifle is roughly analogous to workhorse assault weapons like the AK-47.

Smart Bomb

CAPACITY: —

A smart bomb explodes when you pick it up, destroying every alien within a short distance of Aiden. You receive full point value for all aliens that are destroyed in this manner, but the explosion has a relatively short range. In later waves, however, when you’re hip-deep in aliens from the word go, a smart bomb almost cannot help but destroy multiple targets.

Time Extend

CAPACITY: —

Pick this up to add 15 seconds to the clock. If there’s a limit to how much extra time you can get on the clock in a typical wave, it’s unlikely that you’ll get enough pickups in a row to reach it.

Extra Life

CAPACITY: —

This restores one missing life. It has no effect if you grab it while you have five lives in reserve.

WAVES

At the start of a new game of NVZN, you deal with one wormhole at a time, which will emit a handful of Drones before closing. The first five waves work along similar guidelines, although it’s common for a full-grown Hunter to appear at least once from a given Wormhole after Wave 3 or so.

Each wave after the fifth slowly modifies the aliens’ stats and behavior, making them faster, more durable, and quicker to evolve, as well as gradually opening extra wormholes. Hunters in particular go from a mild annoyance to an actual threat, as the period of time between their appearance and their first attack gets shorter with each wave after the fifth.

ALIEN VARIABLES

Wave Number	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Time	90	90	90	90	90	90	90	90	100	100	100	100	100	100	110	110	110	110	110	110	120
Alien Speed	1.6	1.6	1.6	1.6	1.6	1.625	1.65	1.7	1.725	1.75	1.775	1.8	1.825	1.85	1.875	1.9	1.925	1.95	1.975	2	2.025
Maximum Drones Spawned from Pod	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	4	4	4	4	4	4
Hunter Rate of Fire	8	8	8	8	8	7.75	7.5	7	6.75	6.5	6.25	6	5.75	5.5	5.25	5	4.75	4.5	4.25	4	3.75
Hunter Attack Speed	8	8	8	8	8	7.75	7.5	7	6.75	6.5	6.25	6	5.75	5.5	5.25	5	4.75	4.5	4.25	4	3.75
Drone Evolution Speed	14	14	14	14	14	13.75	13.5	13	12.5	12	11.5	11	10.5	10	9.5	9	8.5	8	7.5	7	6.5
Time to Attack	12	12	12	12	12	11.75	11.5	11	10.75	10.5	10.25	10	9.75	9.5	9.25	9	8.75	8.5	8.25	8	7.75
Maximum Simultaneous Hunters	3	3	3	3	3	3	3	4	4	4	4	5	5	5	5	5	5	6	6	6	6
Maximum Simultaneous Queens and Pods	2	2	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	4

- **Alien Speed:** The general airspeed of a flying alien.
- **Maximum Drones Spawned from Pod:** Pods can spawn a variable number of Drones if they’re allowed to survive. They will always produce at least two, but that number increases as the wave level goes up.
- **Hunter Rate of Fire:** The “cooldown” in seconds between shots fired by a single Hunter.
- **Hunter Attack Speed:** The “cooldown” in seconds between flying lunges used by a single Hunter.
- **Drone Evolution Speed:** The time in seconds it takes a newly spawned Drone to evolve into a Hunter.
- **Time to Attack:** The time in seconds it takes a newly spawned Hunter to launch its first attack against the player.
- **Maximum Simultaneous Hunters:** The maximum number of Hunters that can exist simultaneously.
- **Maximum Simultaneous Queens and Pods:** The maximum number of Queens and Pods that can exist simultaneously.

There are essentially 22 waves in NVZN; the game extends beyond that point and will go on for as long as you can keep successfully completing waves, but the waves past 22 are mechanically identical. At that point, you’ll be dealing with small armies of fast, accurate, dangerous aliens who will surround you from the moment a wave starts and go on the attack very quickly upon appearing.

Wave 13 marks a serious difficulty spike. At this point, the aliens take more damage to destroy once they’ve evolved into a Hunter or better, which allows them to stay alive that much longer, which increases the odds that they’ll survive long enough to turn into something that can produce extra Drones. Every subsequent wave adds a slight boost to aliens’ stats until Wave 21. After that point, the aliens’ stats plateau.

BONUS WAVES

After every fourth wave of aliens, you automatically enter a bonus wave with a different set of rules. Your goal here is to achieve a certain score within set guidelines, using a new weapon or powerup to do so. You can complete a bonus wave either by reaching the set score or by destroying all of the aliens that are released into the area.

Either success or failure in a bonus wave adds your score to your current total, but success also unlocks the bonus wave’s new weapon or pickup as a possible drop from destroyed aliens from that point forward.

Aliens do not attack you during bonus waves and are generally worth more points than usual, but they also do not drop anything unless it’s required for the particular wave’s gimmick.

Starting a new game of NVZN wipes out your unlocked items from previously completed bonus waves. They do not persist between new games.

It is difficult to succeed in later levels without access to, at the very least, smart bombs and time extension pickups. You can get by, but by the time you hit Wave 16 or so, you’re going to want every edge you can get your hands on. In a real way, getting a high score in NVZN is all about how good you are at successfully completing bonus waves.

Ion Blaster Challenge

Earliest Wave: After Wave 4

Each dead Drone is worth 1,000 points, but you’re armed with an ion blaster and thus are most effective at very close range. You have 40 seconds. If allowed to evolve into Hunters, the aliens are easier to kill but are only worth 750 points.

The temptation here is to try to do all of your work close-in, but the Drones don’t make that easy. Try to engage the Drones from medium range, using the spread on the ion blaster to your advantage. If you can, weaken several Drones at once with the ion blaster’s spread before knocking them down one after the other.

Laser Carbine Challenge

Earliest Wave: After Wave 4

Each of the Hunters flying far overhead is worth 900 points. You must kill 9 of them with the 12 shots in the laser carbine in 42 seconds to clear the bonus wave.

There’s little you can do here but practice. The laser carbine is powerful but slow to fire, and you only have three “extra” shots before you’re unable to successfully complete the wave. One thing to look out for, though, is that the Hunters do not necessarily stay at long range. Several opt to get closer to the ground, where they’re much easier to hit. Don’t feel rushed by the timer; taking a couple of extra seconds to ensure a kill is preferable to wasting a shot.

Time Extended Challenge

Earliest Wave: After Wave 8

Four wormholes open up and disgorge a set number of Drones, who fly in quick but set patterns and are worth 400 points each. When destroyed, each Drone has a chance to drop an item that, when picked up, adds up to 15 seconds to the clock but cannot take the clock over 45 seconds.

The hardest part of this bonus wave is the first 20 seconds. If you cannot destroy at least two Drones in that period of time and collect at least one time extension, you’re in trouble. If you can, you’ll be just fine.

Pulse Rifle Challenge

Earliest Wave: After Wave 12

You must achieve 8,000 points in 42 seconds by destroying Drones, so you must kill 20 of them, but the Drones are flying together in a straight line from wormhole to wormhole. The easiest way to deal with them is to sprint in front of their formation and aim straight at them with the trigger held down, blowing them away one after the other from the front. Trying to hit them from the side is nowhere near as effective.

Smart Bomb Challenge

Earliest Wave: 12

As in the pulse rifle bonus wave, you’re up against a conga line of Drones moving quickly from one wormhole to the other, which are worth 400 points each. The difference is that you must destroy a couple of them with your standard pistol in the hopes that they’ll drop a smart bomb, which you must then grab at the right time to destroy as many Drones as possible. This is an easy bonus wave for as late in the game as it tends to show up, and it’s likely you’ll get through it on your first attempt.

THE Seven HABITS OF HIGHLY EFFECTIVE ALIEN KILLERS

- Practice makes perfect. NVZN is a shooter that emphasizes twitch reflexes and situational awareness with a heavy element of luck, and it’s a different style of play from the main game. A learning curve is involved before you can excel.
- Play at night when you can, and in areas that have relatively few light sources. That makes it easier to pick out the brightly glowing aliens.
- While bystanders won’t pay much attention to you during NVZN, the world does not stop. Be careful of obstacles such as moving traffic while you’re playing NVZN, as they can do real damage to you.
- Lead your targets. Drones are surprisingly hard to hit, and dispatching them before they have the chance to evolve is the key to both survival and a high score.
- In later waves, the aliens actively try to surround you, and wormholes frequently spawn directly behind Aiden. Keep sprinting away to avoid being flanked.
- There’s no real penalty for failure. Don’t be afraid to try new tactics, move to a different location, or simply try again and hope for better weapon drops.
- The use of Focus is a double-edged sword. It makes it easier to hit Drones and distant targets by slowing down their movement, but over-reliance on it can shave seconds off of your time due to how Focus interacts with NVZN’s timer.

REWARDS

- **Reach Wave 5 of NVZN:** Auto Weapons Expert (Skill)

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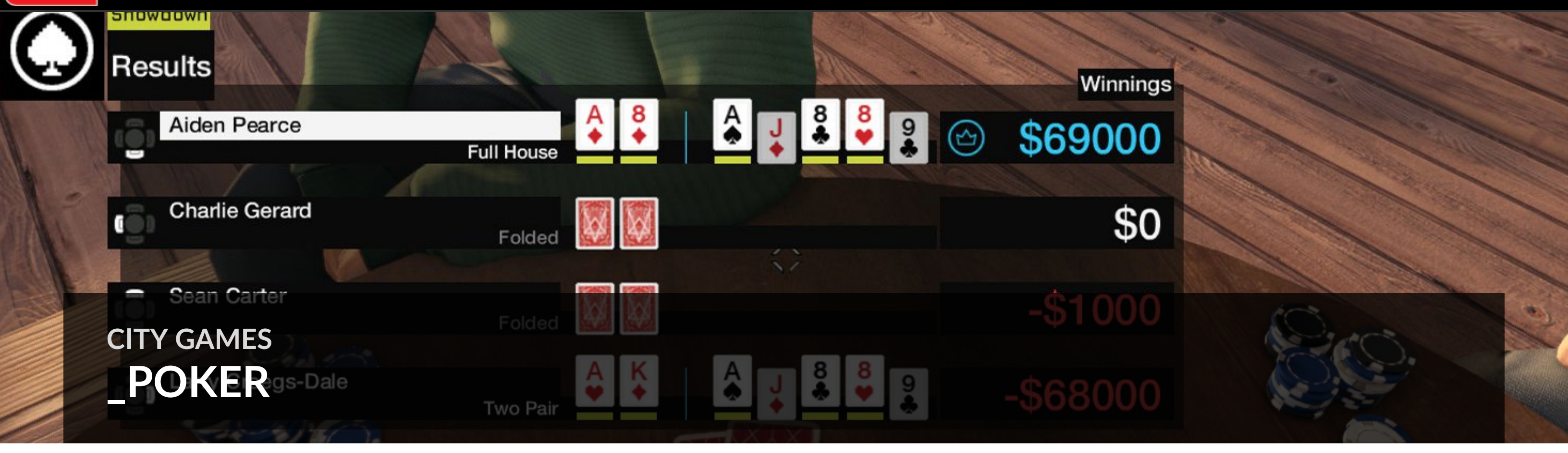
PRIMA GAMES



CITY GAMES
_POKER

Location / Chicago / The Wards / Parker Square / The Loop / Mad Mile

There are four running poker games throughout Chicago, and they're all looking for a fourth player. If you have the cash to buy in, you can sit down for a friendly game of Texas Hold 'Em and take these guys for all they're worth.

ANTE UP

The stakes for a poker game are determined by the game's location. In the eastern Wards, there's a low-stakes game that only requires a $100 buy-in. A medium-stakes game, for $1,000, is available in a basement in northern Parker Square (which you may remember as the game you interrupted when you met Tobias). You can play a high-stakes game in an old jazz club in the northern Loop for $10,000. Finally, if you've got money to burn, there's a super-stakes game in the Mad Mile that requires a cool $100,000 buy-in.

When you sit down to the table, you automatically buy enough chips to participate. If you walk away after any hand, you trade in any leftover chips for their cash value. It's thus possible to win a few hands for quick cash, then quit while you're ahead.

IT'S ONLY CHEATING IF YOU GET CAUGHT

You might think that Aiden's technical abilities wouldn't apply to a game of Texas Hold 'Em. You would be mistaken.

Three out of the four poker tables in the city have a security camera somewhere nearby, which you can hack into and use to view your opponents' cards.

Your best opportunity to do this is to view the camera feed while the initial hand is being dealt, which allows you to catch a brief glimpse of other players' hands when they pick the cards up to look at them. This only works for two out of the three players at the table due to the angle at which the camera's mounted, and the software needs a couple of uninterrupted seconds to recognize both cards in the hand. Even if you just get a look at one card, however, it can be an unbeatable edge.

Unfortunately, the players at the super-stakes table in the Mad Mile have set their game up in one of the few places in Chicago that's out of the ctOS's sight, so there's no camera there for you to use.

A second way you can cheat is by using your phone's facial recognition software to monitor the other players' stress levels, which only uses your phone's basic profiler. You can only monitor one player's stress per hand, so save this option until it'll do the most good.

As a rule, players' stress hovers around 30 percent under ordinary circumstances and goes up dramatically as the pot gets larger. If you don't know what cards they're holding, you can use the stress monitor to make an educated guess; the higher their stress, the less faith they have in their hand.

TEN TIPS

Patience is a virtue. Even if you cheat on every hand, you can't expect to speed through a game of poker. Don't try to clean anyone out if you have a limited amount of time to play.

Know when to fold. There's no reason to spend additional money just to see how the hand will turn out. As a general rule, if you don't have any good cards once the flop hits the table, you're better off folding.

When possible, aggressively pursue and eliminate the player who's sitting in the chair that faces the security camera. Save your stress monitor for him and try to get him to go bust first. Since you can't use the camera to look at his cards, he's the biggest threat at the table.

When playing to eliminate, remember that it doesn't matter whether or not you win the hand as long as your target opponent does. You have a different goal. It's worth losing a couple of hands, especially if you can still maintain a lead, if it means you're weakening your target opponent.

Be careful when using the Skip Ahead button, as you may inadvertently miss the window in which you can look at your opponents' cards.

It is rare for a CPU player to even try to bluff. If your opponent is bothering to raise the stakes, he probably has something. Check his stress, however; if he's raising the stakes with a high stress level, he may not have as good of a hand as his betting would indicate.

You can bluff all you like, however. You can sometimes "buy the pot" by throwing out large bets. Your opponents often won't be willing to keep up.

Don't chase the best cards. Most hands will be won with one or two pairs. It's tempting to stay in a game because you almost have a straight, but it's very rare that you'll get exactly what you're looking for.

An opponent is more likely to call your bet if you raise in small increments. If you just throw money on the table, you may win the hand, but most of your "winnings" will consist of your own bet. You earn more cash by slowly fleecing an opponent over the course of several rounds of betting.

If you've got a high notoriety, play at the games in the Loop and Parker Square. They're off the street, so no random passersby will see you and call the police.

MISSION REWARDS

- **Defeat all three players at a table:** Sayonara LE (Vehicle)

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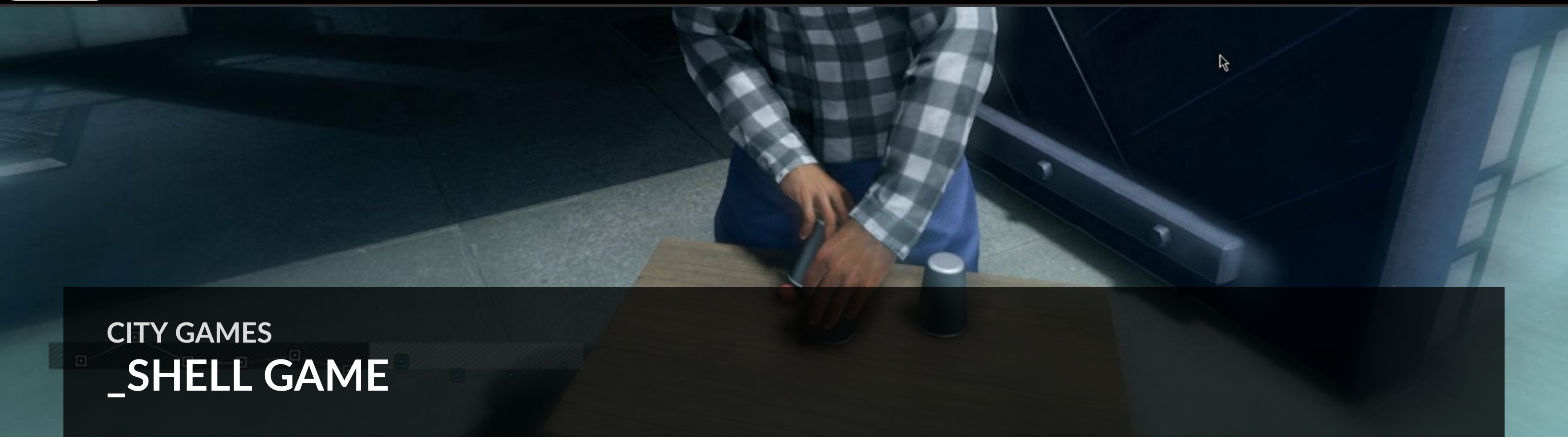

CITY GAMES

_SHELL GAME

THE HAND IS QUICKER THAN THE EYE

Every neighborhood in Chicago has at least one street huckster who's looking to challenge you to the old shell game. You put your money down, betting that your eyes are faster than the other guy's hands, and try to figure out which cup the ball is underneath. The game is the same from table to table; all that changes is the background and the banter.

The first couple of rounds of the shell game are almost freebies, but as the game's difficulty increases, so does the complexity of the cups' movement. The guy running the shell game isn't afraid to employ a little sleight of hand in an attempt to trick your eye into losing track of the ball.

It's not impossible to see what's going on with the naked eye. As a general rule, if you see the cups tip or leave the table at all, that's a hint that the ball just went from one cup to another. It's possible with practice to see through the tricks on your own.

On the other hand, why work harder than you have to? You can use Aiden's Focus ability to essentially slow the shell game down, letting you see through the dealer's sleight of hand and track the ball's movement more efficiently. The more Skill Points you've invested into Focus, the better you'll be at the intermediate levels of the shell game.

This is a good time to stop by a newsstand or bar and pick up a refreshing beverage, as the extra time added onto your Focus meter will help you deal with the shell game's tricks. (This also means that the shell game tables in Pawnee and the Mad Mile are the "best" ones, as they're the tables in closest proximity to somebody who sells drinks.)

Focus is great, but it should be said that it isn't a win button. Even at maximum Focus with a duration buff from a drink, you don't have enough Focus to slow down an entire round of the shell game. You need to engage it in short bursts in order to maximize its value, and learning when to do that is a question of practice.

There are three levels of difficulty for the shell game, and you must win three separate games on levels 1 and 2 to unlock the next stage. Each game requires you to put money down to play, and if you win, you get that much money from the guy running the shell game.

WAGER AMOUNTS

- **Level 1:** $50, $100, $200
- **Level 2:** $100, $200, $400
- **Level 3:** $200, $400, $700

REWARDS

- **Beat Level 3 at any table:** 500 XP

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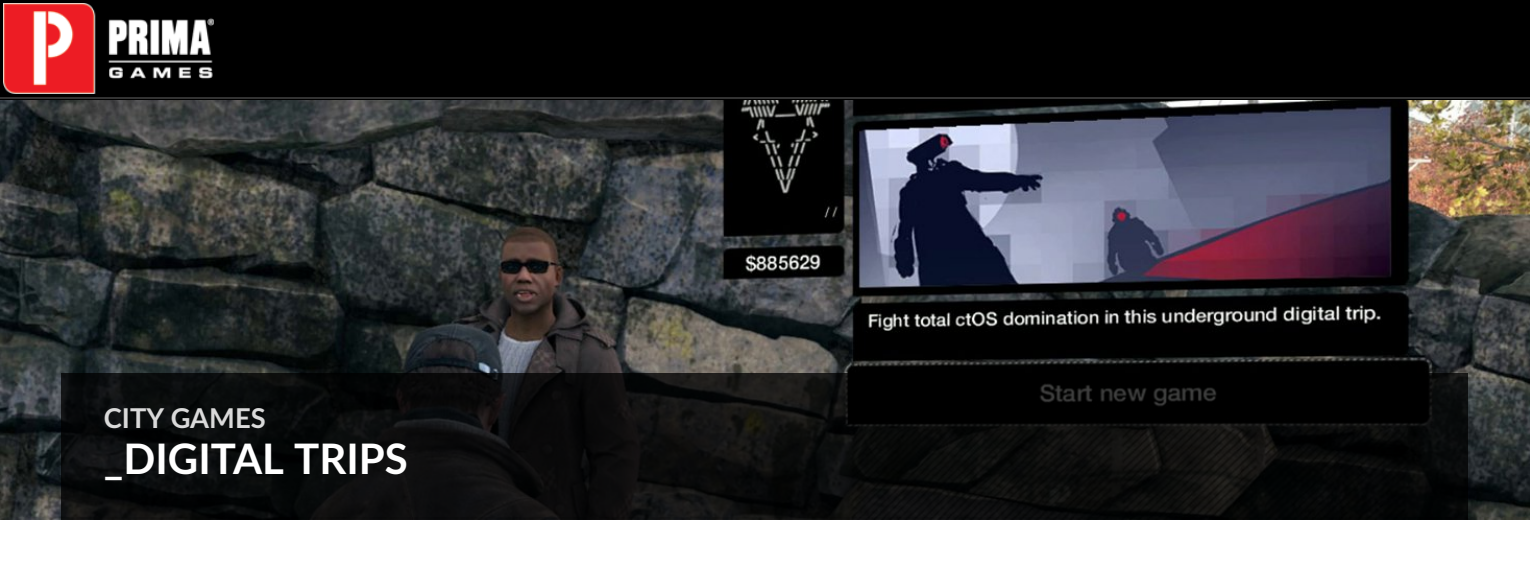
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Fight total ctOS domination in this underground digital trip.
Start new game

CITY GAMES

_DIGITAL TRIPS

Reality Is Just A State Of Mind

The controversial hacker Defalt has pioneered a new brand of virtual entertainment in Chicago. These "digital trips" provide a custom adventure to their users that's been compared to a vivid hallucination.

To play any digital trip, visit one of Defalt's "vendors," who are labeled on your map with [[_DIGITAL TRIPS ICON_]]. Alternatively, you can dial into the digital trip of your choice from anywhere using Aiden's smartphone. In either case, digital trips are free.

Defalt's tastes in game design run towards the conspiratorial and dystopian, however, so digital trips are set within some post-apocalyptic take on Chicago. The street map and buildings are largely the same, but there's nothing you can hack, all doors and gates are permanently shut, and all businesses are closed.

A digital trip is its own world, and you can't bring any weapons or equipment with you besides what you can scrounge up in-game. In addition, four out of the five trips have their own independent skill trees, so your points spent in the main game are irrelevant.

All five digital trips can be completed by fulfilling specific objectives, and until you do, each trip saves your progress, current skills, and score. Should you go back into a trip after completing it, you'll start over, ready to try to beat your previous high score. That score, incidentally, is just there for bragging rights and has no bearing on anything in- or outside the trip.

Successfully completing a digital trip rewards you with a new outfit, which becomes available in the wardrobe found in any hideout. This outfit is named after the trip in which it was earned and is similar if not identical to the outfit Aiden wears during the trip. It would appear that Defalt knows not only that you're playing his games, but where you live.

To quit any digital trip, opt to end it from the pause or statistics screen. You will wake up back in Chicago somewhere near where you started the game.

ALONE

The Loop has been invaded by enemy robots, who are using a series of generators to maintain a force field throughout the city. If you can find and hack all 20 generators in the Loop, you restore power to the city and win the game.

The robots patrol the area around each generator in much the same way as human guards. As such, Alone is one long stealth mission with custom rules, and it uses many of the same gameplay mechanics as a stealthy approach does in the main game.

The spotlight on a robot's head indicates its state of alertness; blue-white means it has seen nothing, yellow means it's heard you but not yet spotted you, and red means it knows where you are and is about to go on the attack. The attack takes the form of a short-range radiation beam that can penetrate through obstacles to hurt Aiden. A single robot's beam can kill Aiden in roughly five seconds, with the damage mounting up quickly if multiple robots are allowed to focus fire.

You can overcome a robot in Alone with your baton or, once you find them, with firearms. Fighting isn't a permanent solution, however, as any robots you eliminate will be replaced within a few seconds via teleportation. You can farm robots for points all day if you want, but the only way to make progress is to hack a generator and free the area. Hacking a generator, which requires you to get within five meters of it, also destroys all surviving robots in the area.

Items labeled on your map with [[_BRIEFCASE_]] are ctOS weapon caches, which contain ammunition and lethal weaponry such as AK-47s and Goblins. The first you find has a full clip and 15 extra bullets; subsequent caches have 15 bullets. Weapon caches are not linked to generators at all, and you can go back for them once you've lit an area up.

Using lethal firearms against the robots is an option in a desperate situation but has severe drawbacks: Kills with firearms are worth zero points, robots are heavily bullet-resistant unless you score a clean headshot, and any robot within earshot will instantly enter yellow alert status and approach the position you were in when you fired.

Each generator produces a bizarre force field for a few hundred meters around itself. Within that field, outside light fails and any vehicles that you bring in will instantly stall out. Robots also spawn in the area upon your entering that field. If you leave the area, it does not despawn the robots, and if a robot chases you through the field, it instantly dies, awarding you zero points.

Once you find and hack all 20 generators, you have "won" Alone.

Point Values in Alone

- **Stealth takedown:** 250 points
- **Takedown, yellow:** 100 points
- **Takedown, stunned robot:** 50 points
- **Takedown, red:** 25 points
- **Firearms kill:** 0 points
- **Generator hack:** 1,000 points for the first two, plus 500 points for every generator thereafter

Alone Skill Tree

Each time you hack a generator, you're rewarded with an increasing number of points, as well as one point to spend on Alone's particular skill tree. Your overall score does not correspond to skill point acquisition at all; you simply get one per deactivated generator.

Category	Skill	Cost/Prerequisite	Effect
EMP	EMP Belt	1	Push left on D-pad to stun all the robots around you for 7 seconds. Has a maximum of five charges; reload with takedowns on robots.
	Medium Wave Emitter	1/EMP Belt	Extends the range of the EMP belt's pulse.
	Long Wave Emitter	1/Medium Wave Emitter	Vastly extends the range of the EMP belt's pulse. It now reaches about half a city block.
	EMP Gun	1	Mechanically similar to a D50 pistol, with a 15-round clip. One shot stuns a robot for 8 seconds.
	EMP Grenade	1	You must hack the grenade after it's thrown, much as with IEDs. Affected robots are stunned for 7 seconds.
	Alpha Wave Emitter	1/EMP Grenade	The stun now lasts 7.5 seconds.
	Beta Wave Emitter	1/Alpha Wave Emitter	The stun now lasts a full 10 seconds.
Equipment	Backpack	1	You can carry more ammunition for the EMP gun and assault rifle.
	Anti-Radiation Vest	1/Backpack	Increases your resistance against robots' attacks.
	Radiation Shield	1/Anti-Radiation Vest	Vastly increases your resistance to robot attack.
	Scavenger	1/Anti-Radiation Vest	Raises the chance that you'll receive ammo or grenades from robots.
Hacks	Quick Computing	1	The generator hack takes 8 seconds.
	Security Exploits	1/Quick Computing	The generator hack takes 6 seconds.
	Beta Signal	1	Hack generators from up to 10 meters away.
	Omega Signal	1/Beta Signal	Hack generators from up to 15 meters away.
Warfare	Weapon Mastery	1	Augments the damage done by lethal weapons.
	Robot Slayer	2/Weapon Mastery	Further augments weapon damage.

In the early game, you're most vulnerable when you're hacking a generator, so the Quick Computing and Security Exploits hacks are your most valuable early purchases. If all you want to do is clear Alone for the new outfit, you can speed through it very quickly by emphasizing hack speed and various methods of EMP generation.

Conversely, Weapon Mastery and Robot Slayer are nearly worthless. Even with Robot Slayer, robots are hard to kill with guns, so shooting your way through Alone is an inefficient, noisy, and ultimately pointless way to progress. If you find yourself getting cornered by robots, the EMP Belt skill is an easier way to get yourself out of a jam.

Once you've unlocked the EMP Gun and EMP Belt skills via the skill tree, you can get more charges for them and more EMP grenades by using takedowns on robots.

Tips

- When you make noise or get spotted, the robots instantly flag you with sonar and create an image of you at your previous location. If you have a decent hiding place nearby, this is a good way to set up an ambush. Fire a shot into the air with your rifle, then plant an EMP grenade and get to cover before the robots arrive.
- A robot's alert status is reset when it comes out of the stun from an EMP. If you wait until it's back up and running to take it down, you'll receive more points for your effort.
- You can and should case a location before you go in. It's possible to circle many areas in Alone until you find a point of entry that's relatively close to the generator, which minimizes the chance that you'll run into any problems.

- The abandoned cars throughout the Loop in Alone can be used to quickly get from generator to generator, even though they'll stall once you take them through the force field. That can still be useful, however, as a car you bring with you can still be used as cover.
- You can throw EMP grenades as a distraction for nearby robots, who will come to investigate the sound of the grenade hitting the ground. Note that EMP grenades are like IEDs, in that you must hack them to set them off.

CONSPIRACY

It's a normal day in Chicago, except for the small matter of the giant alien mothership floating ominously overhead and the evil cyborgs who have quietly infiltrated the population. To protect your fellow humans, you must find and deal with the cyborg intrusion as quietly as possible without alerting them to your presence.

Your profiler in Conspiracy has been augmented with a short-range radar pulse. When it's active, humans appear in black and cyborgs appear in red. Once you've identified a cyborg, you must get close enough to it to run the cyborg through the ctOS's facial recognition software, and to do so without it noticing you. This will flag the cyborg with a label, letting you know where it is at all times and allowing you to recognize its weak points.

When the cyborgs realize you're in the area, either because you shot one or they detect you, they will all focus on your position and move towards you. If a cyborg gets close enough, it stands still and engages its self-destruct sequence. The only way to stop it before that point is to land a clean shot to the cyborg's weak point(s) with one of your guns, which destroys the cyborg. You cannot simply get out of range of the explosion from a cyborg that's managed to self-destruct; if a cyborg detonates at all, it's game over.

It may seem like a good idea to simply go into Conspiracy with guns blazing, as cyborgs are easily alerted to your presence and will all rush you instantly once they're alerted. The problem with this approach, aside from not being worth as many points, is that successfully profiling a cyborg also highlights its weak points for you. If you simply cause an alert on the assumption you'll be able to luck out and hit a cyborg's weak point before it can reach you, you're taking a big gamble.

The general idea behind Conspiracy is to stalk and profile your targets, then choose an avenue of approach so you have all the advantages going into the fight. Use alleys and narrow roads as bottlenecks, and make sure you're aware of each cyborg's location before you start a fight.

There are 16 areas in Conspiracy's Chicago that have been infiltrated by the cyborgs; unlike in Alone, you progress through Conspiracy in a linear order, only becoming aware of one area after you've cleared the one before it, with each successive area hosting more numerous and more complicated cyborgs. Defeating all the cyborgs in each area completes the digital trip.

Point Values in Conspiracy

- **Profile a cyborg without it seeing you:** 100 points
- **Profile all cyborgs in an area without being detected:** 1,000 points
- **Destroy a cyborg:** 500 points
- **Destroy an armored cyborg's secondary weak spots:** 100 points
- **Shoot a civilian:** -100 points

Cyborgs

Several different kinds of cyborgs participate in the Conspiracy. When profiled, they are referred to by these titles in the labels on your HUD.

Basic

Standard-issue cyborgs. These have a single weak point and walk straight at you when discovered.

Blind

A basic cyborg with malfunctioning eyes. They cannot detect your presence and are not found outside of the first area.

Runner

Unlike other cyborgs, these will jog at you, giving you less time to take them out.

Coward

When alerted to your presence, cyborg cowards run away from you and will often fall to the ground and stay there. They won't detonate their bombs unless you get right up next to them, but they also won't come running after you. This can be a problem if you haven't scanned them yet, if you set off an alert from a block away, and/or if you don't know where they are.

Armored

An armored cyborg has multiple weak spots, all of which must be hit to take it down. A shotgun is handy to deal with multiple weak spots at once.

Conspiracy Skill Tree

You receive a skill point every time you clear all the cyborgs out of a given area.

Category	Skill	Cost/Prerequisite	Effect
Counter	Bomb Timer	1	You receive an extra 25 seconds to destroy all cyborgs in an area once you make your move.
	Bomb Disruptor	2/Bomb Timer	It takes roughly twice as long for a cyborg that's reached you to set off its bomb.
Detection	Upgraded Battery	1	Your scanner recharges faster.
	Scanner Battery	2/Upgraded Battery	Your scanner recharges much faster.
Elimination	Concussive Shot	1	Shots from your pistol that don't hit their weak spots will stagger cyborgs for a couple of seconds. This will not prevent them from blowing up.
	Anti-Cybernetic Bullets	2/Concussive Shot	Gunshots actually freeze cyborgs in place for a couple of seconds before the stagger from Concussive Shot kicks in.
	Sniper Rifle	1	You gain an SVD semi-automatic sniper rifle.
	Shotgun	2/Sniper Rifle	You gain an SG-90 pump-action shotgun.
	Focus	1	You can now use Focus in Conspiracy.
	Hormonal Boost	2/Focus	You regenerate Focus faster.

You'll want to pick up Focus early, as it makes life much easier once runners begin to show up, and Upgraded Battery is handy as you're learning the ropes. Past that, a lot is down to personal preference. Having the Sniper Rifle skill opens up a lot of tactical options, naturally, and Concussive Shot is a lifesaver.

Tips

- When you first reach an area, there is no time limit. The rest of the trip is so focused on quick reactions that it can be tempting to rush through the part where you're profiling target cyborgs, but you can relax. It's a lot more important to go undetected than to get all your targets profiled quickly.
- You can turn your scanner off early to preserve some of its battery and let it recharge faster.
- Killing cyborgs refills your Focus meter. Use Focus early and often.
- The civilians hanging out in a given area are consistent between attempts and games; for example, there's always a city worker in a hard hat who's sweeping the pavement in front of the big statue when you reach the fifth zone. Which of those civilians are cyborgs, on the other hand, is randomized between attempts.

- There's a chance of news alerts being aired during Conspiracy, which have a chance of causing nearby pedestrians to recognize Aiden as the Vigilante just as in the normal game. This means you must avoid them, because if they call the cops, it has the same effect as if you let a cyborg detect you.
- Once you enter a given mission area, you cannot leave it again without risking mission failure, just as in the main game. However, you can profile cyborgs from outside the mission zone, which can give you a bit more flexibility on your approach by letting you use side roads and alleys that are technically outside the mission's boundaries. Do as much work as you can from outside before you move in.
- After the cyborgs have been alerted to your presence, you can leave the area without risking mission failure. This allows you to kite the cyborgs for quite a long distance if you have to, which is handy in later areas where you're fighting seven or eight of them at once.
- Don't rely on the shotgun. It only holds four shells and doesn't have as wide a hit radius as the skill's description would lead you to expect. It's still useful, but it's not that useful.

- Don't forget to take cover. Your profiler can work from behind walls and other obstacles, and breaking line of sight is nearly guaranteed to remove the risk that a cyborg has spotted you.

MADNESS

In an alternate reality where Chicago has been taken over by demons, you and your evil talking car are the last line of defense against them. You must run them down in the streets and claim their souls as your own.

In short, it's a lengthy justification for rampant, relentless vehicular homicide. The more demons you can kill in a row, the higher your killstreak gets and the better your score is.

Your car in Madness is effectively invulnerable. Nothing in the trip can so much as scratch you. The problem isn't staying alive, but accomplishing your goals before time runs out.

Your car's abilities are fueled by Soul Power, a resource you gather by killing demons. Red demons provide a slight boost, blue ones refill the meter by 50 percent, and running over a rare white demon will almost fill the meter. Soul Power is then spent to trigger eruptions (similar to steam pipes) and fuel whatever Soul Powers you acquire from Madness's skill tree.

As you may have noticed from the main game, it's surprisingly difficult to run people over in *Watch_Dogs*. They have a habit of dodging just as you're about to hit them, and chasing them down is often more trouble than it's worth. The key to running demons over is to plow into crowds of them at high speed from as far away as possible and to stay on the move, taking your points where you can. It's also handy to take advantage of areas on the city map that funnel the demons into a bottleneck, such as freeways and underground tunnels.

The City

You have access to every above-ground location in Chicago during Madness, although all gates and doors are permanently shut. Having a good working knowledge of the city map can be an asset.

Rifts

Rifts are giant glowing orange hell rocks that show up periodically and randomly throughout the city's roads. Touching a rift causes it to explode, throwing you in the opposite direction and draining a slight amount of your stored Soul Power. It also breaks any combos you've been working on.

You can destroy rifts early using Soul Blast or Soul Shears, or by forcing cop cars into them. They're a slight nuisance most of the time and a serious problem during killstreak challenges.

Eruptions

An eruption is functionally identical to the steam pipes you can find in the regular version of Chicago. Setting one off costs Soul Power but triggers a massive explosion that kills any demons in the surrounding area.

Demons that die in eruptions aren't worth any points, but you can still gather Soul Power from them, which means a well-placed eruption is often worth more Soul Power than you spent to trigger it.

Demons

The demons in Madness's Chicago are mindless drones, fit only to be ground underneath your tires. That said, they don't really want to be mulched by a hell-car, and they can be startlingly evasive if they choose to be.

In the latter half of the game, demons are often accompanied by a flaming, soulless variant that is actively trying to run into you. These guys are basically rifts on legs and should be avoided whenever possible. Fortunately, they don't show up during killstreak challenges.

Control Freaks

The police in Madness are referred to as the "control freaks," and they only show up as part of a "Get Rid of the Cops" challenge. As long as you're moving, the cops act a bit like they do in pursuits during the main game, although Madness's cops don't have guns.

If you stop, so do the control freaks. They actually pose no danger to you whatsoever but are somewhat difficult to destroy.

Note

Falling into the water in Madness doesn't total your car. Instead, you respawn somewhere nearby, none the worse for wear. It does cost you time if you're in the middle of a challenge, however.

Madness Challenges

Madness takes the form of a series of consecutive challenges, called phases, set in the streets in and around the Loop. If you can complete 30 challenges, you win the game and unlock the Madness outfit.

Running out of time is the only way to fail a Madness challenge. That said, it's a real risk, as the timer is very tight until such a time as you earn enough skill points to purchase Madness Mastery. Even with that skill, later phases have high enough requirements that you'll need a bit of luck or foresight to pull them off.

Unlike Alone and Conspiracy, where you could theoretically succeed without using skill points at all, in Madness it's quite likely that you'll need to make a few unsuccessful runs to gather points and buy skills before you have a realistic chance of completing it.

Harvest

During a harvest challenge, simply kill the listed number of demons within the time limit, using your car, eruptions, Soul Blast, or Soul Shears.

Drive

This "challenge" simply requires you to cover a set number of meters within the time limit. There isn't much to say beyond that. It's a chance for a breather, to refill your Soul Power or move your run to a different part of the city without having to worry about challenges along the way.

Killstreak

This is likely to be your white whale. Until you acquire the Combo Expert skill, killstreaks have a very short window of opportunity, which means you have to luck into a massive pack of demons in proximity to satisfy the demands of the killstreak. Combo Expert makes this simpler but does not make it trivial, so there's bound to be an element of luck involved.

Get Rid of the Cops

When this challenge starts, at least three cars full of freaks show up and try to run you off the road; in later phases, multiple waves of freaks show up. They don't have guns, however, and they stop if you do. Since your car is basically indestructible, the challenge posed by the control freaks is being able to successfully destroy all their cars before time runs out, which can be trickier than it sounds.

The police cars are very durable if you're forced to use your car on them, and very fragile if you do anything else. Eruptions can neutralize them in much the same way as you use steam pipes against pursuers in the main game, but the real key to success is to gather a full bar of Soul Power, then wade into them with Soul Shears going. Using Soul Shears vastly augments the damage you do by ramming a target, so one hit will cause a control freak's car to explode.

If you manage to roll a police car onto its side or roof, its driver gets out and stands still. It's easy to forget he's there in the middle of a pitched vehicular battle, but you must deal with all cops, including ones on foot, to pass the challenge.

Madness Skill Tree

Every time you kill a demon, you receive a small amount of experience towards your next level. When you level, you receive a skill point to spend on Madness's skill tree. The more demons you kill, the faster you'll level.

Category	Skill	Cost/Prerequisite	Effect
Mastery	Expert Driver	1	Improves your car's grip and acceleration.
	Master Driver	1/Expert Driver	Improves your car's top speed.
	Combo Expert	1	You get a few more seconds between kills before your Killstreak expires.
	Combo Master	1/Combo Expert	You receive double points from combos.
	Madness Mastery	1/Combo Master	You receive double the time to complete each challenge.
	Beta Wave Emitter	1/Alpha Wave Emitter	The stun now lasts a full 10 seconds.
Powers	Improved Eruption	1	It no longer costs Soul Power to trigger eruptions.
	Eruption Mastery	1/Improved Eruption	Eruptions do double damage and cover twice the area when they explode.
	Soul Blast	1	Fires an energy blast from the front of the car that destroys whatever it hits and penetrates through both enemies and solid objects.
	Improved Soul Blast	1/Soul Blast	Soul Blast costs half as much Soul Power to use.
	Soul Blast Mastery	1/Improved Soul Blast	Soul Blast's size is doubled.
	Soul Shears	1	Push a button to deploy energy blades from your car's tires. They remain until deactivated or until all Soul Power is exhausted.
	Soul Shears Mastery	1/Soul Shears	Soul Shears use 50 percent less Soul Power.
Souls	Demonic Power	1	Increases your Soul Power gauge by 25 percent.
	Harvester	1/Demonic Power	Increases your Soul Power gauge by 50 percent.
	Soul Devourer	1	You receive 50 percent more Soul Power each time you gather a demon's soul.
	Armored Car	1/Soul Devourer	The amount of Soul Power lost when you collide with rifts and other obstacles is reduced by half.

For early success, invest in Combo Expert and subsequent powers, as killstreaks are deceptively difficult unless you luck into getting them in exactly the right parts of the city. Once you fill out that tree and reach Madness Mastery, the rest of the game becomes much easier, as you don't have to worry quite so much about each challenge's timer.

The Soul Shears skill is very useful early on, as you can control how much or little Soul Power you spend and they provide a massive boost to the lethality of your car.

Soul Blast may look like an attractive option, but it's got a host of drawbacks that make it much less effective than it may initially appear to be. At its first rank, the blast consumes an entire bar of Soul Power in exchange for a wide-range burst that goes in a straight line ahead of you, destroying whatever it touches. This is useful for taking out cop cars and clearing out rifts, but the blast doesn't add to killstreaks, which means it's useless for its most obvious possible application. Once you have Soul Blast Mastery, the power comes into its own and is great for the later harvest challenges where you need to kill 30 demons or more.

Tips

- Stick to the roads. You can go flying around the side streets and pedestrian walkways to your heart's content, but there are few if any demons there.
- You can preemptively retract Soul Blades to save on Soul Power.

- It's easiest to complete Madness if you spend most of your time on the freeway along the southern half of the Loop. You lose out on being able to trigger eruptions, but there are enough demons on the freeway close to each other that it's easy to string together long killstreaks.
- Once you've fully augmented your Soul Blast, it's very useful for destroying rifts and control freaks. Just make sure you don't accidentally blow away a crowd of demons that you were planning to run over.

- If you're trying to ram a control freak's car to death, watch its lights and your radar. It's easy to waste time by accidentally pummeling a car that the game already considers destroyed; if its lights are off and it's not on your radar anymore, the job is done.

PSYCHEDELIC

Defalt's lone concession to non-apocalyptic gameplay, Psychedelic isn't quite like anything else in the game. At the start, you're flung merrily into the air, and your goal is to stay aloft for as long as possible by bouncing off of the massive, colorful flowers that sprout in your path.

Use the left thumbstick to control your momentum and steer yourself from flower to flower. You get a fresh burst of speed whenever you hit a new flower, and landing precisely on the center of a flower is worth bonus points.

Each flower you hit in sequence gives you a gradually higher score multiplier. If you screw up and hit the ground, your multiplier goes back to zero.

Each stage in Psychedelic has branch points where you can pick different routes to take, but the routes themselves do not change. It's quite possible to memorize the pattern and get through the game that way.

Psychedelic is deceptively simple in a way that defies explanation. It's strictly a test of your coordination and perception, and it doesn't have an associated skill tree. The only way to get through it is simply to practice it until you succeed.

Once you unlock and complete all 18 of Psychedelic's levels, you unlock its associated costume for Aiden.

Tips

- Give yourself time to learn. Psychedelic has a different rhythm to it than not only the other digital trips but everything else in *Watch_Dogs*. After you've spent some time with it, it will suddenly click and you'll make progress quickly, but those initial attempts can be frustrating.
- Be subtle. Small adjustments to your trajectory have a major impact.

- Use the rings to guide your path. When they show up, they're not only good for bonus points but can help you guide yourself to the next flower.

SPIDER TANK

At the beginning of this mode, you're dropped inside an experimental eight-legged battle tank called the Spider Tank. It's equipped with a chain gun, a cannon, two devastating claws, and the ability to stick to any wall it can reach.

Your goal is to cause as much mayhem and destruction as possible in the Mad Mile within each level's time limit, until you're destroyed, the clock runs out, or you pass level 15.

All of the Spider Tank's abilities run off of its Energy gauge, which is depleted to some extent when you swing its claws, fire its chain gun, or jump. It recharges quickly, but it's possible to leave yourself in a bad position if you aren't careful. You can recharge energy on the fly by grabbing power-ups from wrecked police vehicles.

The only way to repair any damage the Spider Tank has taken is by finishing your current challenge, which comes with a free 100 percent repair. While it may seem like the tank can take a lot of punishment, enough cops show up after the first few challenges that you'll be taking a lot of massed gunfire.

Spider Tank is the easiest and most straightforward digital trip, just the thing if you're looking for some gratuitous ultraviolence.

Spider Tank Challenges

Like Madness, Spider Tank repeats the same basic challenges until you either die, run out of time, or complete the 15th wave. The later the challenge appears, the harder it will be, by adding more targets to destroy or a less forgiving time limit.

Kill Cops

You're likely to be killing quite a few police officers anyway, as there are dozens of them shooting at you at any given time, and because destroying police cars is the only way to reload on shells. That said, the timing can be tight and you will likely need to return to ground level to get the number of kills you need.

Destroy the Train

The train shows up on the elevated tracks in the Mad Mile and moves relatively slowly, which makes this one of the easiest objectives. You can use the tracks as cover against police gunfire from the street.

Destroy the Armored Car

This is a tricky objective, as the armored car shows up at ground level and races around the city at nearly maximum speed, which can make it difficult to chase down. Try to get ahead of it, then ambush it with a couple of well-placed shells.

Destroy Satellite Beacons

The satellite beacons can show up on any rooftops throughout the part of the city that's cordoned off for Spider Tank. A short burst from your chain gun is enough to take them out, but they tend to show up far enough away from each other that you'll need to hustle to reach them all in time. Take advantage of the tank's jumping and wall-climbing abilities to cover ground quickly.

Destroy Vehicles

Like it says, destroy the set number of vehicles before time expires, using any and all methods you have on hand. This can include civilians' cars, police vehicles, and helicopters.

Destroy Helicopter

Police helicopters periodically show up with a sniper in tow to provide air support. If you're on a rooftop, they often hover just above you, high enough that you run into the limit on how high you can aim your cannon. When you want to engage them, be ready to outmaneuver them. They're quite fragile once you get a clean shot.

Point Values in Spider Tank

- **Damage a vehicle or building with your chain gun:** 100 points
- **Kill a civilian:** 500 points
- **Kill a cop:** 1,000 points
- **Destroy a civilian vehicle or armored truck:** 1,500 points
- **Destroy a police vehicle:** 3,000 points
- **Destroy a satellite beacon:** 5,000 points
- **Destroy a helicopter:** 5,000 points
- **Destroy a train:** 10,000 points
- **Successfully complete an objective:** 10,000 points

Spider Tank Skill Tree

Reinforced Plating and Titanium Plating are obvious candidates for an early purchase. Since you can't repair in mid-challenge and the cops go tactical very early into the trip, anything you can do to minimize the damage you take is a solid plan.

Category	Skill	Cost/Prerequisite	Effect
Abilities	Hydraulic Claw	1	Using the claw takes less energy.
	Sharpened Claws	2/Hydraulic Claw	The claw's damage is dramatically increased.
	Spider-Crush	1	Press [[X]] in mid-air to perform a Spider-Crush, flattening anything underneath you.
Basics	Reinforced Plating	1	The Spider Tank takes less damage from enemy gunfire.
	Titanium Plating	2/Reinforced Plating	The Spider Tank takes no damage from small arms.
	Extra Reactor	1	The Energy gauge grows by 50 percent.
	Thermal Fusion Reactor	2/Extra Reactor	The Energy gauge grows by 33 percent of its previous size.
	Energy Recycling	1	The Energy gauge recharges faster if the tank has taken heavy damage.
	Emergency Protocol	2/Energy Recycling	If the tank is below 50 percent remaining health, the Energy gauge recharges very quickly.
Weapons	Overloaded	1	You can now carry 20 shells.
	Proton Shell	1/Overloaded	The splash damage from exploding shells is increased.
	Upgraded Chain Gun	1	The chain gun costs less energy to fire.
	Piercing Bullets	2/Upgraded Chain Gun	The chain gun does more damage.
	Improved Weapon Engine	1	It takes half as long to switch between the cannon and the chain gun.

Overloaded is another good option, as shells are very useful for destroying distant or armored targets. If you're planning to purchase it, try to exhaust your magazine beforehand, as taking Overloaded also reloads your shells.

Tips

- Shells are useful and powerful, but they have a slow rate of fire and can only be reloaded by picking up power-ups from wrecked police vehicles. Use them sparingly and make each one count.
- You can only move the Spider Tank's cannon so far up. When you're fighting helicopters, be ready to move.

- Don't underrate the Spider Tank's claws. Hit for hit, they're the most powerful weapon in your arsenal, and the only drawback is their short range. When you have to trash vehicles, the claws are your fastest option.

- As the police response escalates, stop hanging out at ground level. Your best weapon is your mobility, as you can scale skyscrapers and stay well out of range of the cops' gunfire. For destructive challenges, you can always rain death on them from above.
- The chain gun is better than it looks, particularly with the Upgraded Chain Gun skill. It does significant damage for minimal energy expenditure and can chew up vehicles.

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MATCH
Bar Bar Bar
WIN
THE
JACKPOT
PAYLINE
PAYLINE

CITY GAMES

_SLOT MACHINES

TRY YOUR LUCK

Finally, there are slot machines, which also happen to be the one thing in the Chicagoland area that Aiden Pearce cannot hack.

If you'd like to spend some time at the slots, you can find machines at the Sway San Pub built into the May Stadium in Parker Square, the Brewsed Up bar in the Brandon Docks, and the upscale Iron Claw in the Mad Mile.

In each case, you can opt to pay $5 or $10 for a spin of the slots. That said, the limit of your ability to rig the machine is that your profiler works on it. You can use your phone to determine how generous or miserly the machine is "feeling"; if it's paid out recently or has just been reset, for example, it's not likely to go your way.

The Parker Square slot machine costs $5 to play, and the Mad Mile's slots are $10 a spin. The Brewsed Up's slots start at $5, but you can play multiple lines and gamble up to $50 with every pull of the lever. You pay your money and you take your chances; unlike poker, slot machines are the closest thing to real gambling you're going to see in *Watch_Dogs*.

Slots are not connected to game completion or any achievements.

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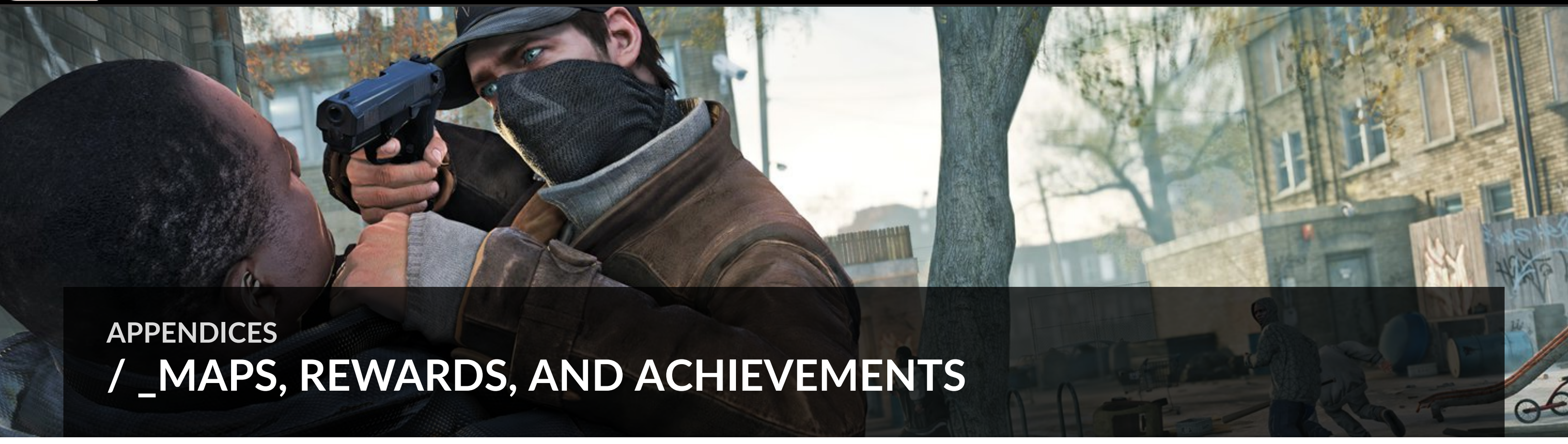

APPENDICES

/ _MAPS, REWARDS, AND ACHIEVEMENTS

This section of the guide focuses on the world map of Chicago's six districts and the many charts and tables revealing how to unlock or gain XP, skills, exclusive content, City Hotspot Badges, and achievements and trophies.

/ _CHICAGO DISTRICT MAPS

If you're looking for a particular collectible, item, mission-critical item, or other notation of an area (that isn't randomly appearing), consult the following district maps.

// MAP LEGEND

// Missions, Investigations, and Locations

// PAWNEE

// THE LOOP

// PARKER SQUARE

// THE WARDS

// MAD MILE

// BRANDON DOCKS

// Collectibles

// PAWNEE

// THE LOOP

// PARKER SQUARE

// THE WARDS

// MAD MILE

// BRANDON DOCKS

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APPENDICES

/ _APPENDIX I: EXPERIENCE POINTS // MAIN MISSIONS

How many Experience Points (XP) do you receive for completing the main missions and ctOS control centers? Find out below:

Act	Main Mission Name	Experience Points (XP)
I	01 / Bottom of the Eighth	100
I	02 / Big Brother	250
I	03 / Backstage Pass	500
I	04 / Backseat Driver	250
I	05 / Open Your World	250
I	06 / Thanks for the Tip	500
I	07 / Not the Pizza Guy	500
I	08 / A Wrench in the Works	500
I	09 / Dressed in Peels	500
II	01 / Hold on, Kiddo	500
II	02 / Breakable Things	500
II	03 / Collateral	500
II	04 / One Foot in the Grave	500
II	05 / A Blank Spot There-ish	500
II	06 / Jury-Rigged	1000
II	07 / Grandma's Bulldog	1000
II	08 / Not a Job for Tyrone	1000
II	09 / Uninvited	1000
II	10 / Breadcrumbs	1000
II	11 / Stare into the Abyss	1000
II	12 / A Risky Bid	1000
II	13 / Role Model	1000
II	14 / Planting a Bug	1000
II	15 / Way off the Grid	1000
III	01 / Hope Is a Sad Thing / Let's Play Make a Deal	2000
III	02 / A Pit of Paranoia	2000
III	03 / Unstoppable Force	2000
III	04 / The Future Is in Blume	2000
III	05 / For the Portfolio	2000
III	06 / By Any Means Necessary	2000
IV	01 / Someone's Knocking	3000
IV	02 / In Plain Sight	3000
IV	03 / The Rat's Lair	3000
IV	04 / The Defalt Condition	3000
IV	05 / Little Sister	3000
IV	06 / Ghosts of the Past	3000
IV	07 / No Turning Back (Part 1)	3000
IV	08 / No Turning Back (Part 2)	3000
V	01 / Sometimes You Still Lose	0
V	02 / Guys Like Us	0
ctOS	01 / Control Center: Brandon Docks	500
ctOS	02 / Control Center: The Wards	500
ctOS	03 / Control Center: Mad Mile	500
ctOS	04 / Control Center: Pawnee	500

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APPENDICES

/ _APPENDIX II: EXPERIENCE POINTS // OTHER MISSIONS

You can gain additional Experience Points by completing in the side missions, certain Investigations, and some of the Collectibles activities, as well as participating in online missions.

ICON	Mission	Activity	XP Reward
	Side Mission: Crimes Detected	Lethal Takedown of Suspect	250
	Side Mission: Crimes Detected	Nonlethal Takedown of Suspect	500
	Side Mission: Criminal Convoys	Easy Contracts	250 (x6)
	Side Mission: Criminal Convoys	Medium Contracts	250 (x7)
	Side Mission: Criminal Convoys	Hard Contracts	250 (x5)
	Investigation: Human Traffic	Mission Completed	1000
	Investigation: Missing Persons	Mission Completed	1000
	Investigation: QR Codes	Mission Completed	1000
	Investigation: Weapons Trade	Mission Completed	1000
	Collectibles / ctOS Tower	Completion (for each tower)	250 (x13)
	Collectibles / ctOS Breach	Completion (for each breach)	250 (x30)
	Online Mission: Hacking Invasion	Partial Success	200–800
	Online Mission: Hacking Invasion	Success	1000
	Online Mission: Tailing Invasion	Partial Success	120-480
	Online Mission: Tailing Invasion	Success	600
	Online Mission: ctOS Mobile App	Success (WD Player)	1000
	Online Mission: ctOS Mobile App	Failure (WD Player)	250

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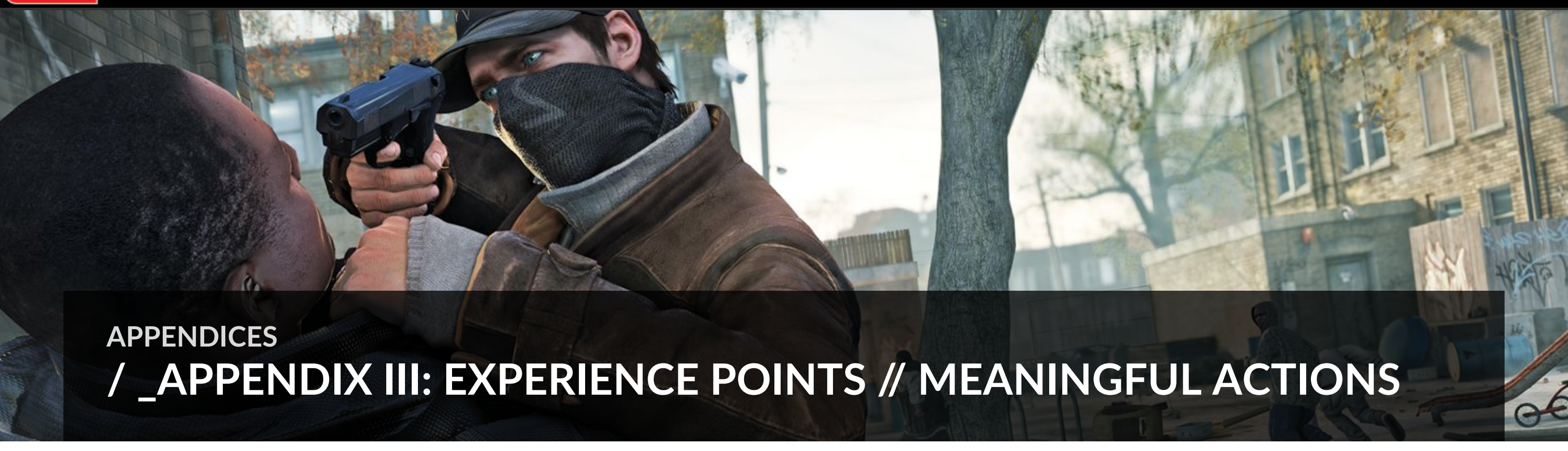

APPENDICES

/ _APPENDIX III: EXPERIENCE POINTS // MEANINGFUL ACTIONS

Experience Points aren't just awarded for missions; you can also receive them after completing a particular impressive action:

Activity	Action	SP / MP	Description	XP Reward
Online Mission: Decryption Contract	Data Theft	MP	Data theft completes, transferring the files to the player.	50
Online Mission: Decryption Contract	Data Theft Assist	MP	Data theft completes, where the player is within the data thief area but does not become the new carrier.	50
Online Mission: Decryption Contract	Decryption	MP	The decryption finishes, and the player is the carrier.	200
Online Mission: Decryption Contract	Decryption Assist	MP	The decryption finishes, the player has decrypted the files at one point, and the player is on the same team as the carrier.	100
Online Mission: Decryption Contract	Jam Coms	MP	The player activates Jam Coms, pausing the decryption.	25
Heat	Police Evasion (1)	SP/MP	End a felony by evading the police pursuit at Heat Level 1.	200
Heat	Police Evasion (2)	SP/MP	End a felony by evading the police pursuit at Heat Level 2.	225
Heat	Police Evasion (3)	SP/MP	End a felony by evading the police pursuit at Heat Level 3.	250
Heat	Police Evasion (4)	SP/MP	End a felony by evading the police pursuit at Heat Level 4.	275
Heat	Police Evasion (5)	SP/MP	End a felony by evading the police pursuit at Heat Level 5.	300
Heat	Police Scan Evasion (1)	SP/MP	End a felony by evading the initial police scan at Heat Level 1.	200
Heat	Police Scan Evasion (2)	SP/MP	End a felony by evading the initial police scan at Heat Level 2.	225
Heat	Police Scan Evasion (3)	SP/MP	End a felony by evading the initial police scan at Heat Level 3.	250
Heat	Police Scan Evasion (4)	SP/MP	End a felony by evading the initial police scan at Heat Level 4.	275
Heat	Police Scan Evasion (5)	SP/MP	End a felony by evading the initial police scan at Heat Level 5.	300
Player Hacking	Hack Initialization	SP	Reaching the state where the victim is notified of the intrusion.	20
Combat: Assist	Kill Assist	MP	Enemy damaged by player and killed by a team member no more than 2 seconds later.	50
Combat: Assist Modifier	Kill Assist	MP	Decryption combat: kill assist target is the file carrier.	50%
Combat: Assist Modifier	Kill Assist	MP	Decryption combat: kill assist target is trying to steal the files.	50%
Combat: Kill	Gunman Kill	SP	Gunman enemy killed, where the enemy was hostile (guarding, shooting).	10
Combat: Kill	Veteran Kill	SP	Veteran enemy killed, where the enemy was hostile (guarding, shooting).	20
Combat: Kill	Marksman Kill	SP	Marksman enemy killed, where the enemy was hostile (guarding, shooting).	20
Combat: Kill	Elite Kill	SP	Elite killed, where the enemy was hostile (guarding, shooting).	40
Combat: Kill	Elite Marksman Kill	SP	Elite Marksman killed, where the enemy was hostile (guarding, shooting).	40
Combat: Kill	Enforcer Kill	SP	Enforcer enemy killed, where the enemy was hostile (guarding, shooting).	75
Combat: Kill	Rival Player Kill	SP/MP	Player killed, where PVP was enabled and the player was an opponent.	100
Combat: Kill Modifier	Kill File Carrier	MP	Decryption combat: target is the file carrier.	25%
Combat: Kill Modifier	Kill Data Thief	MP	Decryption combat: target is trying to steal the files.	25%
Combat: Kill Modifier	Kill with Headshot	SP/MP	Target is killed with a headshot.	100%
Combat: Kill Modifier	Target disabled	SP	Enemy target is disabled by shooting the target in the legs.	0%
Combat: Kill Modifier	Melee Takedown	SP/MP	Target is incapacitated with a melee takedown.	100%
Combat: Kill Modifier	Kill Assist (Savior)	MP	Target has caused damage to a team member within the last 2 seconds.	25%
Race	Overtake	MP	Overtake an opponent in a race. Awarded once per opponent per lap.	50
Vehicle Takedown	Tire Shooting	SP	Enemy vehicle is destroyed by colliding into an object no more than 2 seconds after the player destroyed one of the vehicle's tires by shooting.	50
Vehicle Takedown	Collision	SP	Enemy vehicle is destroyed by a collision with the player's vehicle.	50
Vehicle Takedown	Infrastructure Hack: Traffic Lights	SP	Enemy vehicle is destroyed by colliding into a vehicle that the player affected by the traffic lights no more than 2 seconds ago.	50
Vehicle Takedown	Infrastructure Hack: Blockers	SP	Enemy vehicle is destroyed by a bollard or blocker that the player raised no more than 2 seconds ago.	50
Vehicle Takedown	Infrastructure Hack: Spikes	SP	Enemy vehicle is destroyed by a road spike that the player raised no more than 2 seconds ago.	50
Vehicle Takedown	Infrastructure Hack: Steam Pipe	SP	Enemy vehicle is destroyed by a steam pipe explosion triggered by the player.	50
Vehicle Takedown	Tire Shooting	MP	Enemy player vehicle is destroyed by colliding into an object no more than 2 seconds after the player destroyed one of the vehicle's tires by shooting.	200
Vehicle Takedown	Collision	MP	Enemy Player vehicle is destroyed by a collision with the player's vehicle.	200
Vehicle Takedown	Infrastructure Hack: Traffic Lights	MP	Enemy player vehicle is destroyed by colliding into a vehicle that the player affected by the traffic lights no more than 2 seconds ago.	200
Vehicle Takedown	Infrastructure Hack: Blockers	MP	Enemy Player vehicle is destroyed by a bollard or blocker that the player raised no more than 2 seconds ago.	200
Vehicle Takedown	Infrastructure Hack: Spikes	MP	Enemy player vehicle is destroyed by a road spike that the player raised no more than 2 seconds ago.	200
Vehicle Takedown	Infrastructure Hack: Steam Pipe	MP	Enemy Player vehicle is destroyed by a steam pipe explosion triggered by the player.	200

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/ _APPENDIX IV: EXPERIENCE POINTS // LEVELS AND SKILL POINTS

There are 137 Skill Points to accrue during the game. You earn 96 of them as you progress and level up from 1 to 50. The following table shows how much XP you need to reach each subsequent level and the number of Skill Points awarded for doing so. The other 41 Skill Points are awarded for completing the first and fifth main mission of Act I (6 and 5 Skill Points) and each of the 15 Gang Hideouts (2 points per hideout).

EXPERIENCE POINTS // LEVELS and Skill Points

Level	XP Needed to Level Up	Skill Points Awarded
1	1000	1
2	2000	1
3	3000	1
4	4000	1
5	5000	1
6	6000	1
7	7000	1
8	8000	1
9	9000	1
10	10000	1
11	11500	2
12	13000	2
13	14500	2
14	16000	2
15	17500	2
16	19500	2
17	21500	2
18	23500	2
19	25500	2
20	27500	2
21	30500	2
22	33500	2
23	36500	2
24	39500	2
25	42500	2
26	45500	2
27	48500	2
28	51500	2
29	54500	2
30	57500	2
31	60500	2
32	63500	2
33	66500	2
34	69500	2
35	72500	2
36	75500	2
37	78500	2
38	81500	2
39	84500	2
40	87500	2
41	91500	2
42	95500	2
43	99500	2
44	103500	2
45	107500	3
46	111500	3
47	115500	3
48	119500	3
49	123500	3
50	127500	3

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/ _APPENDIX V: EXPERIENCE POINTS // ctOS MOBILE APP (Watch_Dogs PLAYER)

There are also Experience Points to be gained by competing in ctOS Mobile App matches. The following table shows what the main game Watch_Dogs Player (not the App Player) can expect to gain:

App Activity (WD Player)	Description	XP Reward	Cash ($) Reward
Skilled Driver	No damage on car used	25	0
Bird Down	Chopper takedown	25	0
Police Takedown	Cops takedown (via infrastructure hacks)	10	0
Escapist	Escape from chase	25	0
ctOS scan Escapist	Escape from ctOS scan	25	0
Safe player	No ctOS incidents generated during the whole game	50	0
Love the Police	No cops killed during the whole game	50	0
No apps	No takedown from infrastructure hacks during the whole game	50	0
Can't touch me	Never been killed the whole game	50	0
Time Remaining	Time remaining	5 for each second remaining	0
Checkpoints Reached	Number of checkpoints successfully reached	100 each	50 each
Cash Bonus Points Reached	Bonus objectives reached	50 each	50 each

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/ _APPENDIX VI: ACHIEVEMENTS // ctOS MOBILE APP (APP PLAYER)

The ctOS Mobile App Player has a total of 24 achievements to obtain (on the mobile game only). Each of them unlocks Skill Points you can use to augment your police units in this game.

Icon	Achievement Name (App Player)	Description	Skill Points (Total 24)
	Winner	Win 1 official challenge.	1
	Repeat Winner	Win 10 official challenges.	1
	Champion	Win 50 official challenges.	1
	Unstoppable	Win 100 official challenges.	1
	Lucky 7	Win 7 official challenges in one day	1
	First Round Each Day	Win an official challenge 5 days in a row	1
	Undertaker	Kill your opponent during official challenges. Repeat 50 times.	1
	App Master	Damage your opponent's vehicle via any apps during official challenges. Repeat 100 times.	1
	App Strategist	Use the following apps (blockers, traffic lights, steam pipes) to damage your opponent's vehicle during an official challenge. Repeat 10 times.	1
	Hot and Bothered	Collect total of 1000 Heat Points during official challenges.	1
	Nice Save!	Redispatch 50 police units during official challenges.	1
	Low Budget	Dispatch 100 patrol cars during official challenges.	1
	Fast & Furious	Dispatch 100 Interceptor cars during official challenges.	1
	Heavy Duty	Dispatch 100 SUV during official challenges.	1
	Seek & Destroy	Dispatch 100 SWAT SUV during official challenges.	1
	You Shall Not Pass	Win with more than 4 objectives left during an official challenge. Repeat 50 times.	1
	Police Force	Win an official challenge using only cops dispatch without app used.	1
	Just Apps	Win an official challenge using only apps (any) without any dispatch.	1
	Prince of Pipes	Win an official challenge using only app steam pipes without any dispatch or other app used.	1
	Officer	Reach XP level 10.	1
	Captain	Reach XP level 25.	1
	Chief	Reach XP level 50.	1
	Penpals	Write and send 100 social hack with the media broadcast system.	1
	Level Designer Club	Create 1 map and challenge a player on it.	1

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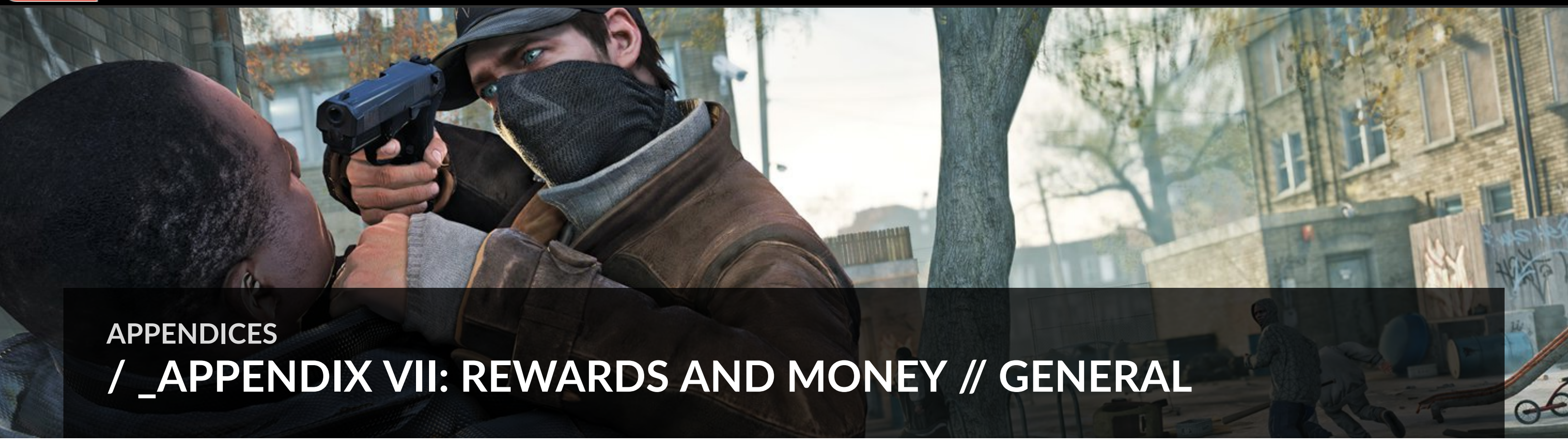

/ _APPENDIX VII: REWARDS AND MONEY // GENERAL

If you're looking for the best methods of acquiring certain commodities (such as skills, XP, or cash), consult this chart:

Activity	Rewards
Main Missions: Acts I–V	XP, skill unlocks, Skill Points
Main Missions: ctOS Control Centers	Profiling a district, ctOS towers, XP
Side Mission: Crimes Detected	XP, Rep
Side Mission: Criminal Convoys	XP, Cash
Side Mission: Fixer Contracts	Cash*
Side Mission: Gang Hideouts	Skill Points, Cash
Investigations	XP, Progression Rewards
Collectibles: ctOS Towers	XP, Reveals hideouts, privacy invasions, breaches, and collectibles locations
Collectibles: ctOS Breach	Audio Logs, XP
Collectibles: Privacy Invasions	XP, system key crafting component
Collectibles: Item of interest	Cash, crafting components (nonexplosive), valuable items
Online Mission: Hacking	XP, system key crafting component
Online Mission: Tailing	XP, system key crafting component
Online Mission: Decryption	Cash, Notoriety
Online Mission: Races	Cash
Online Mission: ctOS Mobile	XP
Minigames: Gambling Games	Cash
General: Hacking	Cash, system key, Cars on Demand unlock, Instant Vigilante, instant item of interest
General: Looting	Ammo, cash
General: Vehicle Glove Box	Valuable items, crafting components, cash

* Add more cash to each Fixer Contract reward by obtaining the Notoriety Skill: Contract Bonus.

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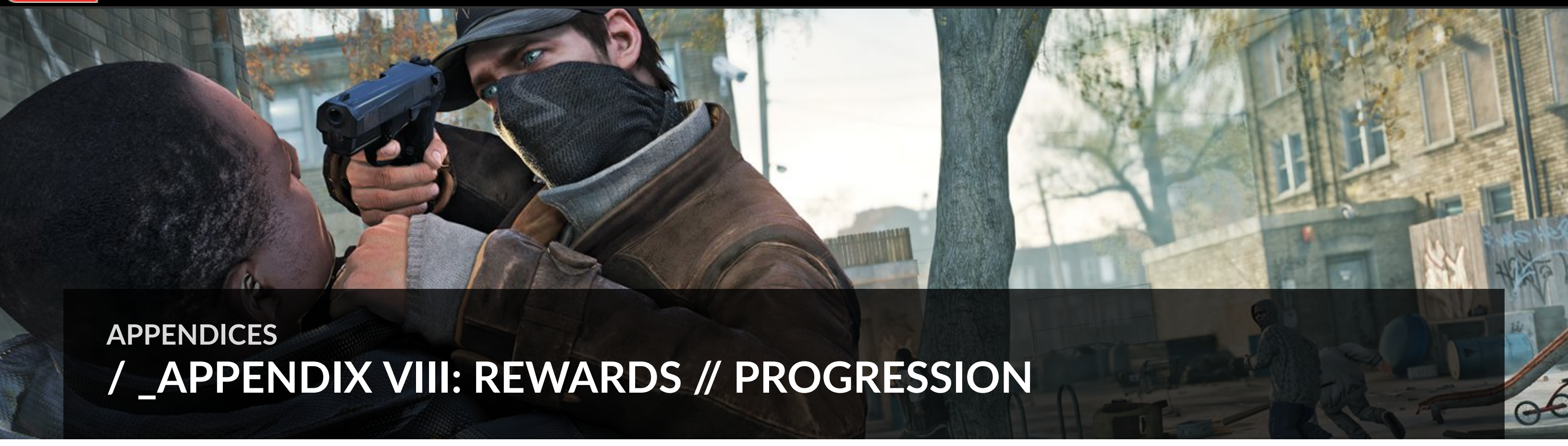

APPENDICES

/ _APPENDIX VIII: REWARDS // PROGRESSION

The Progression Wheel App on your smartphone shows a variety of rewards. Complete all of them listed below to achieve 100% game progression:

Activity	Progression Rewards 01	Progression Rewards 02	Progression Rewards 03	Progression Rewards 04
Main Mission: Act I	2nd tier of skills upgrades	Achievement: Family Man	None	None
Main Mission: Act II	New car: Luciano	Achievement: Who Is Raymond Kenney?	None	None
Main Mission: Act III	Achievement: One down, one to go	None	None	None
Main Mission: Act IV	New car: Rosewood	New car: Gambino	Achievement: Vengeance	None
Main Mission: Act V	Achievement: Log Off	None	None	None
Side Mission: Crimes Detected	Skill: Quick Switch	New weapon: Chrome	Achievement: Enforcer	
Side Mission: Criminal Convoys	Skill: Critical Focus	New weapon: Destroyer	Achievement: Road Rage	None
Side Mission: Fixer Contracts	New car: Zusume R	Skill: Offensive Driver	New Car: Boxberg LE	Achievement: End of Line
Side Mission: Gang Hideout Contracts	New weapon: AK-47	Skill: Rapid Reload	New Weapon: Spec-Ops SMG-11	Achievement: Basest Base
Investigations: Burner Phones	New car: Vespid LE	Achievement: Sanity Check	None	None
Investigations: Human Traffic	New car: Magnate LE	Achievement: Revoking Client Privileges	None	None
Investigations: Missing Persons	New Weapon: Wildfire	Achievement: Darkness Looms	None	None
Investigations: QR Codes	New weapon: Gangster	Achievement: Read-Only	None	None
Investigations: Shipping Crates	New Weapon: Spec-Ops Goblin	Achievement: Saturday Night Special	None	None
Collectibles: Audio Logs	New Weapon: D12	XP Bonus	None	None
Collectibles: City Hotspots	Achievement: Geolocated	None	None	
Collectibles: ctOS Towers	New weapon: SMG-11	New car: Amargosa Turbo	Achievement: Clear Signals	None
Collectibles: ctOS Breach	Achievement: System Mangler	None	None	None
Collectibles: Privacy Invasion	New car: Vespid HMI 5.2	New car: Sunrim	Achievement: Peephole	None
Collectibles: SongSneak	Achievement: Disc Space Full	None	None	None
Online Contracts: Online Hacking	New weapon: OCP-11	New weapon: MP-9mm	Achievement: Hackification	None
Online Contracts: Online Tailing	New Weapon: SG-90	New weapon: SO Vector .45ACP	Achievement: Piggyback	None
Online Contracts: Decryption	New Loadout: Chicago Way	New Loadout: Firepower	New Loadout: Heavy Duty	None
Online Contracts: Races	New car: Livraga LE	Achievement: Superhighway	None	None
City Games: Cash Run	New weapon: P-9mm	Skill: Blast Resistance	None	None
City Games: Chess	Skill: Maximized Focus	None	None	None
City Games: Drinking	New weapon: Piledriver	Achievement: Social Lubricant	None	None
City Games: NVZN	Skill: Auto Weapons Expert	None	None	None
City Games: Poker	New Car: Sayonara LE	None	None	None
City Games: Shell Game	XP Bonus	None	None	None

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APPENDICES

/ _APPENDIX IX: REWARDS // EXCLUSIVE

The following rewards are available via the Season Pass or preorder bonuses or are console-specific. Skills, clothing, weaponry, and vehicles are immediately available. Missions are accessible once you complete Main Mission Act I / 8: A Wrench in the Works. Check the Acquired Content menu for more information.

Exclusive Pack	Skill	Clothing	Weapon	Vehicle	Mission
The Palace Pack	ATM Hack Boost	—	—	—	Exclusive Mission: The Palace
Signature Shot Pack	—	Viceroy Outfit	Biometric Assault Rifle	—	Exclusive Mission: Signature Shot
Breakthrough Pack	Vehicle Expert	—	—	—	Exclusive Mission: Breakthrough
Untouchables Pack	—	1920s Mobster Outfit	M1 SMG	—	—
Cyberpunk Pack	—	Cyberpunk Outfit	Auto-6 Weapon	—	—
DedSec Shadow Pack	DedSec Battery Boost	DedSec Outfit	—	—	—
Blume Agent Pack	Blume Weapon Boost	Blume Agent Outfit	—	—	—
Club Justice Pack	Driving Master	Chicago South Club Outfit	—	—	—
Sony Exclusive (PS3/PS4)	Hacking Battery Boost	White Hat Hacker Outfit	—	—	Exclusive Missions: CTRL, ALT, DELETE, SHUTDOWN
UPlay and Other Content	—	—	R33B, MP412	Papavero Stealth Edition	Digital Trips

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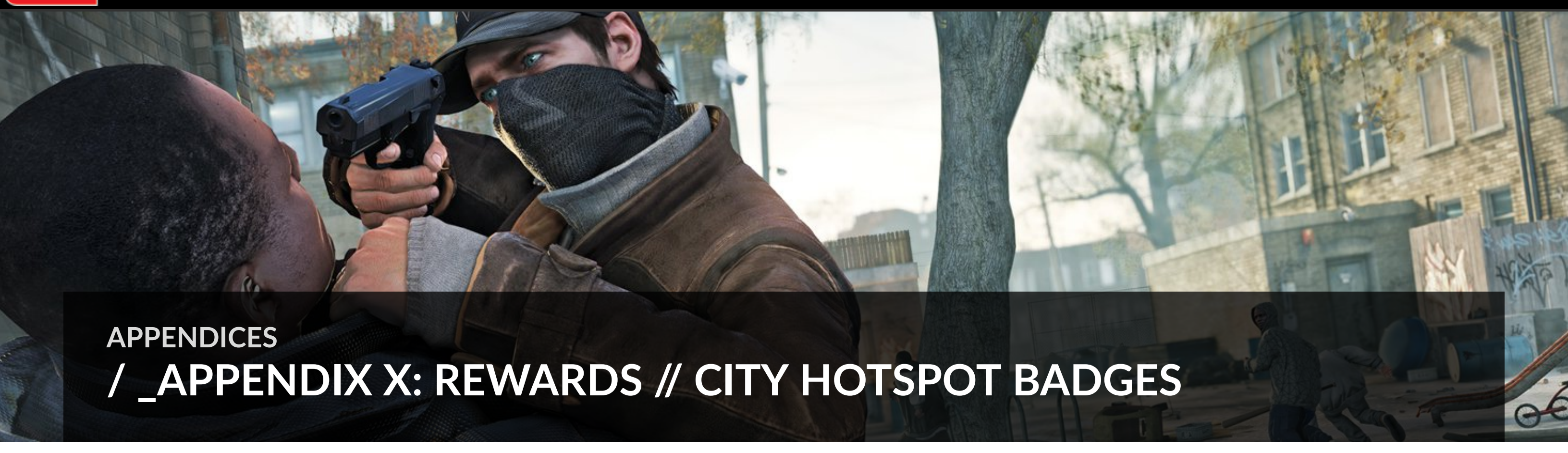

/ _APPENDIX X: REWARDS // CITY HOTSPOT BADGES

When you visit one of the 100 City Hotspots, you may see a Badge unlocking. Choose the City Hotspot tile in your smartphone menu to view hotspots you've visited. The previous maps show where all the City Hotspots are located. Consult the following table to check how you're progressing when attempting to unlock the Badges associated with these activities at these landmarks:

BADGE ICON	No.	Badge Name	Badge Message	How to Get the Badge	Mission
	1	Newb	Congratulations on your first check-in!	Perform your first check-in at any location in the game.	Exclusive Mission: The Palace
	2	Sophisticated	Good to see that you are expanding your horizons.	Check in at the Cultural Center.	Exclusive Mission: Signature Shot
	3	Has Bean	Sculpture is art for the masses. Glad to see you taking an interest!	Check in at the Forever Sculpture.	Exclusive Mission: Breakthrough
	4	Take Five	Hey, that's 5 unique location check-ins now!	Check in at 5 unique locations in game.	—
	5	Ahoy!	Permission to come aboard, Captain?	Checked in at the Chicago Yacht Club.	—
	6	Best Buds	Looks like your friends been here too; you two should hang out together more often.	In a multiplayer session, check into a location that a player on your friend list has already checked into.	—
	7	Got You Something	You're too kind; that's 5 gifts you've left for others.	Leave 5 gifts at check-in locations.	—
	8	Regular	Hey, you must be a regular! That's 5 check-ins at one location in a week!	Check in at the same location 5 times within a 7-day period	
	9	Getting Around	You've checked in at 10 unique locations; keep exploring!	Check in at 10 unique locations in the game.	
	10	Power of Friendship	Nice to see you've made friends.	In a multiplayer session, check in to the same location as a player on your friends list within 30 seconds of each other.	
	11	Top of the World	Wow, you've got a head for heights! You've checked in at the 3 highest locations!	Check in at the 3 tallest buildings in the game (not the highest points; the skyscrapers in Mad Mile and the Loop).	
	12	Centurion	Whoa, 100 check-ins; you're certainly getting around town!	Check in 100 times total.	
	13	Crowd Surfer	I predict a riot! That's 5 people checked in here at the same time!	In a multiplayer session, check into a location where 4 other players are checked in.	
	14	Native Chicagoan	Wow, you've checked in at every location. We bow down to your greatness.	Check into every location in-game at least once.	
	15	Man on the Run	Here, piggy piggy.	Check into a City Traveler location with maximum felony active.	
	16	Newly Elected	Congratulations, you're a mayor!	Become the mayor of a City Traveler location.	
	17	Power Hungry	Power corrupts, so be careful!	Become the mayor of 3 locations at the same time.	
	18	Call of the Water	You really like boats, don't you?	Check into the Chicago Yacht Club and the Windy City Shipyard within 90 seconds of each other.	
	19	Architectural Marvels	Buildings, don't you just love them!	Check in at the Vault Tower, Willis Tower, Triomphe Tower, Chicago World News Tower, WKZ-TV Mad Mile, Water Tower, and the John Hancock Center.	
	20	Pack Your Bags	Sorry, we've lost your reservation, try a different hotel.	Check in at the Owl Motel and the Motel within 240 seconds of each other	
	21	Keeper of the Lighthouse	It can get pretty lonely out here; it can even drive you mad!	Check in at the Chicago Lighthouse.	
	22	Nightcrawler	Whoops, Blume must have forgotten to pay their electricity bill.	Check in at Blume during a blackout.	
	23	Fugitive	You're brave! Don't hang around too long!	Check into the Palin Correctional Center while actively chased by police.	
	24	Cemetery Waltz	When the clock strikes midnight...I'm too scared to finish this sentence!	Check into the cemetery at midnight (game time).	
	25	Green Thumb	Would a rose by any other name smell as sweet?	Check into the botanical gardens when it's raining.	
	26	Romantic Getaway	I'm not going to ask too many questions; just don't get caught, okay?	In a multiplayer session, check into the Owl Motel with a friend after midnight (game time).	
	27	Batter Up!	Buy me a pretzel, would you? Enjoy the game, fellas.	In a multiplayer session, check into the May Stadium with 3 players on your friends list.	
	28	Pier Pressure	Feeling nautical, are we?	Check into the Navy Pier Building.	
	29	A More Perfect Union	Happy 4th of July!	Check into the John Hancock Tower on the fourth of July (system date).	
	30	Ashes to Ashes	It's nice to get out and see the sights.	Check in at the burned down factory.	
	31	Water Under the Bridge	Why did the chicken cross the bridge? To get to the other side.	Check in at the Cermak Bridge.	
	32	Honest Abe	In the end, it's not the years in your life that count. It's the life in your years.	Check in at the Abraham Lincoln statue.	
	33	We Are Not Alone	Is there anybody out there?	Check in at the WKZ-TV Center during a communications disruption.	
	34	Jewelers' Delight	This was once the tallest building outside of New York, you know.	Check in at 35 East Wacker Drive.	
	35	Auto Graveyard	See anything you like?	Check in at the junkyard 10 times.	
	36	Double Wide	The only thing better than a house is a house on wheels!	Check in at the trailer park.	
	37	Dam It!	It ain't just beavers who can build impressive dams; check out this beauty.	Check in at the dam.	
	38	Lumberjack	There's trouble at the old mill! Wait, never mind...	Check in at the Pawnee Mill.	
	39	Broken Rail	You might be here for some time...	In a multiplayer session, check in at the abandoned station with a friend.	
	40	Bridge Builder	Ever been to Madison County? I think you might like it.	Check in at the Cermack Bridge, the Bridge Construction, and the Vyvyn K. Turner Bridge.	
	41	Theater Buff	Looks like you've soaked up all the city has to offer!	Check in at the Ambrose Theater, the Phoebus Theater, and the Cree Theater.	
	42	Big Kahuna	This is my city!	Become the mayor of city hall.	
	43	Uber Tourist	Let me count: 1,2,3...200 check-ins! Impressive.	Check in a total of 200 times.	

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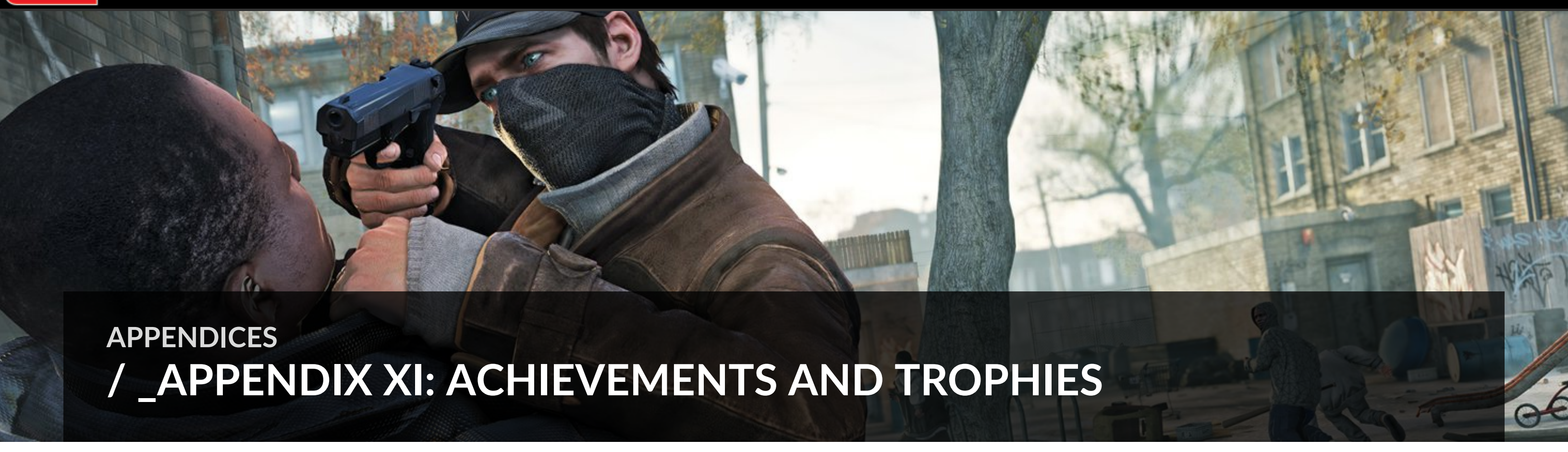

APPENDICES

/ _APPENDIX XI: ACHIEVEMENTS AND TROPHIES

During your progress, you'll unlock a variety of achievements (Xbox 360, PC, Xbox One) or trophies (PlayStation 3, PlayStation 4). The following shows a complete list of every one of them.

Icon	Achievement Name	Description	How to Complete	XBOX POINTS	TROPHY TYPE	UPLAY
	Hello World	Take down Maurice	Finish the first cutscene	5 (360) 15 (ONE)	Bronze 15	10
	End of Line	• Complete 40 Fixer Contracts	Successfully complete 40 Fixer Contracts	30	Silver 30	
	Basest Base	• Complete every Gang Hideout	Successfully complete all 15 Gang Hideouts	50	Silver 30	
	They Call Him the Vigilante	• Complete every Investigation	Successfully complete all 5 Investigations	30	Silver 30	
	Peephole	• Complete every Privacy Invasion.	Complete all privacy invasions (including those in main mission)	30	Silver 30	
	Road Rage	• Complete every Criminal Convoy	Complete all Criminal Convoys	30	Silver 30	
	Enforcer	• Use the Crime Detection System to take down 20 confirmed criminals.	Catch 20 criminals in Criminal Events (without shooting them)	15	Bronze 15	
	Family Man	• Complete Act 1	Finish all main missions in Act 1	10	Bronze 15	20
	Who Is Raymond Kenney?	• Complete Act 2	Finish all main missions in Act 2	10	Bronze 15	
	One Down, One to Go	• Complete Act 3	Finish all main missions in Act 3	15	Bronze 15	
	Vengeance	• Complete Act 4	Finish all main missions in Act 4	15	Silver 30	40
	Log Off	• Complete Act 5	Finish all main missions in Act 5	100	Gold 90	
	Hard Crash	• Perform 10 vehicle takedowns	Complete 10 vehicle takedowns (faction vehicle or police vehicle)	10	Bronze 15	
	Communication Fail	• Using nonlethal takedowns, stop 10 civilians from calling to report you	Stop 10 civilians from completing 911 calls (slap the phone from a citizen)	10	Bronze 15	
	Bookmarked	• Tag 100 enemies	Use the Profiler to tag 100 enemies	30	Silver 30	
	Power Cycle	• Participate in 5 different City Games	Participate in 5 different City Games (Chess, Drinking, Slots, Poker, or Shell Game)	10	Bronze 15	
	Magic Smoke	• Kill 4 enemies within a single instance of Focus	Trigger the Focus ability and kill 4 enemies while it is active	10	Bronze 15	30
	Escape Loop	• Escape 15 Police Chases	Escape from a Police Chase 15 times	10 (360 ONLY)	Bronze 15	
	Free Radical	• Escape a Level 5 Police Chase	Escape from a Level 5 Police Chase	30	Silver 30	
	White Rabbit Object	• Escape 15 Police Scans	Escape a Police Scan 15 times	30	Silver 30	
	Scanproof	• Escape a Level 5 Police Scan	Escape a Level 5 Police Scan	30	Silver 30	
	Hardware Fail	• Shoot out a tire on 15 different vehicles, not counting Digital Trips	Shoot out the tires of 15 different cars (not in Digital Trips)	15	Bronze 15	
	Black Hat Trick	• Kill 3 enemies with a single IED	Kill 3 enemies with a single IED blast (thrown or placed on the ground)	30	Silver 30	
	Revoking Client Privileges	• Complete the final mission in the Human Trafficking Investigation	Collect all clues and finish Mission Human Trafficking Investigation	15	Bronze 15	
	Saturday Night Special	• Complete the final mission in the Weapons Trade Investigation	Collect all clues and finish Mission Shipping Crates Investigation	15	Bronze 15	
	Sanity Check	• Collect all 8 Burner Phones	Collect all clues	15	Bronze 15	
	Read-only	• Complete the final mission in the QR Code Investigation	Collect all clues and finish QR Investigation	15	Bronze 15	
	Darkness Looms	• Complete the final mission on the Missing Persons Investigation.	Collect all clues and finish Mission Missing Persons Investigation	15	Bronze 15	
	Geolocated	• Check in at every hotspot	Check in at all 100 hotspots	30	Silver 30	
	Disc Space Full	• Unlock every song with the SongSneak app	Use the song app in the smartphone while a song is playing and unlock all songs	30	Silver 30	
	Social Lubricant	• Complete round 10 against all 3 Drinking Game opponents	Take part in the Drinking City Game (complete the game as well)	15	Bronze 15	
	Hackification	• Invade and successfully hack 10 enemy Fixers in Online Hacking	Participate in and finish 10 hacking invasions or contracts (Multiplayer only)	30	Silver 30	
	Piggyback	• Invade and successfully observe 10 enemy Fixers in Online Tailing	Participate in and finish 10 tailing invasions or contracts (Multiplayer only)	30	Silver 30	
	Superhighway	• Complete 10 Online Races	Participate in and complete 10 online races (Multiplayer only)	30	Bronze 15	
	System Mangler	• Complete every ctOS Breach	Participate in and complete all ctOS Breach Contracts	30	Silver 30	
	Stealth Cookie	• Complete an Online Tailing without being detected	Complete a Tailing Contract without getting detected or losing line of sight (Multiplayer only)	30	Silver 30	
	Freeware	• Unlock every skill in the Skills Tree	Unlock every skill in the Tech Tree	100	Gold 90	
	Traced	• Get tailed 5 times	Be tailed 5 times	15	Bronze 15	
	Clear Signals	• Unlock every ctOS Tower	Unlock all ctOS Towers	30	Silver 30	
			TOTALS	**38/39 Achievements**	**39 Trophies**	**4 Play**

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